

WHAT? YOU HAVEN'T PLAYED

PLANETFALL™

Infocom's SF laf klasik.



Survivor Compilations - page 1

<u>Release #</u>		<u>Date</u>	<u>Bytes</u>	<u>Objects</u>	<u>Globals</u>
1	ALPHA	3/6/83	85,174	231	203
2	(compression)	3/7/83	77,156	233	204
3	↓	3/8/83	78,016	235	206
4		3/8/83	78,0162	234	206
5		3/9/83	78,596	234	208
6		3/9/83	78,600	234	208
7		3/10/83	79,284	234	208
8		3/11/83	80,916	235	209
9		3/13/83	82,218	242	214
10		3/14/83	83,374	246	217
11		3/15/83	84,444	246	217
12		3/18/83	85,330	249	221
13		3/20/83	86,590	249	227
14		3/20/83	86,708	249	227
15		3/21/83	87,568	249	226
16		3/22/83	87,942	249	225
17		3/22/83	88,140	249	225
18		3/23/83	88,384	250	226
19		3/23/83	88,676	250	227
20		3/24/83	89,552	250	226
21		3/25/83	90,414	250	226
22		3/27/83	90,764	250	226
23		3/30/83	91,834	251	225
24		4/1/83	92,128	251	225
25		4/4/83	93,208	250	227
26		4/6/83	95,630	251	227
27		4/6/83	95,778	251	227
28		4/8/83	97,160	251	229
29		4/9/83	97,478	251	233
30		4/12/83	98,518	251	236
31		4/13/83	98,958	251	238
32		4/20/83	99,912	251	238
33		4/22/83	100,512	251	238
34		4/25/83	101,162	250	240
35		4/25/83	101,698	252	239

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<u>Release #</u>		<u>Date</u>	<u>Bytes</u>	<u>Objects</u>	<u>Globals</u>
36		4/26/83	102,626	254	235
37		4/27/83	102,830	254	235
38		4/29/83	103,430	254	235
39		5/1/83	104,446	255	236
40		5/2/83	104,782	255	236
41		5/3/83	104,498	255	237
42		5/4/83	104,498	255	237
43		5/5/83	104,808	255	237
44		5/7/83	104,904	254	236
45		5/9/83	104,966	254	237
46		5/9/83	105,210	254	237
47		5/11/83	105,258	254	238
48		5/14/83	105,302	254	236
1	BETA	5/17/83	105,158	254	236
2	↓	5/19/83	105,284	254	236
3		5/23/83	105,252	254	234
4		5/25/83	104,950	255	233
5		5/29/83	104,440	255	233
6		6/1/83	104,790	255	233
7		6/4/83	104,850	255	233
8		6/7/83	105,408	255	234
9		6/8/83	105,734	254	234
10		6/9/83	105,830	255	235
11		6/10/83	106,526	255	235
12		6/10/83	106,598	255	235
13		6/10/83	106,900	255	235
14		6/12/83	(Marc made it, so who knows)		
15		6/13/83	106,900	255	239
16		6/13/83	107,194	255	239
17		6/14/83	107,132	255	239
18		6/15/83			

Planetfall Compilations — page 3

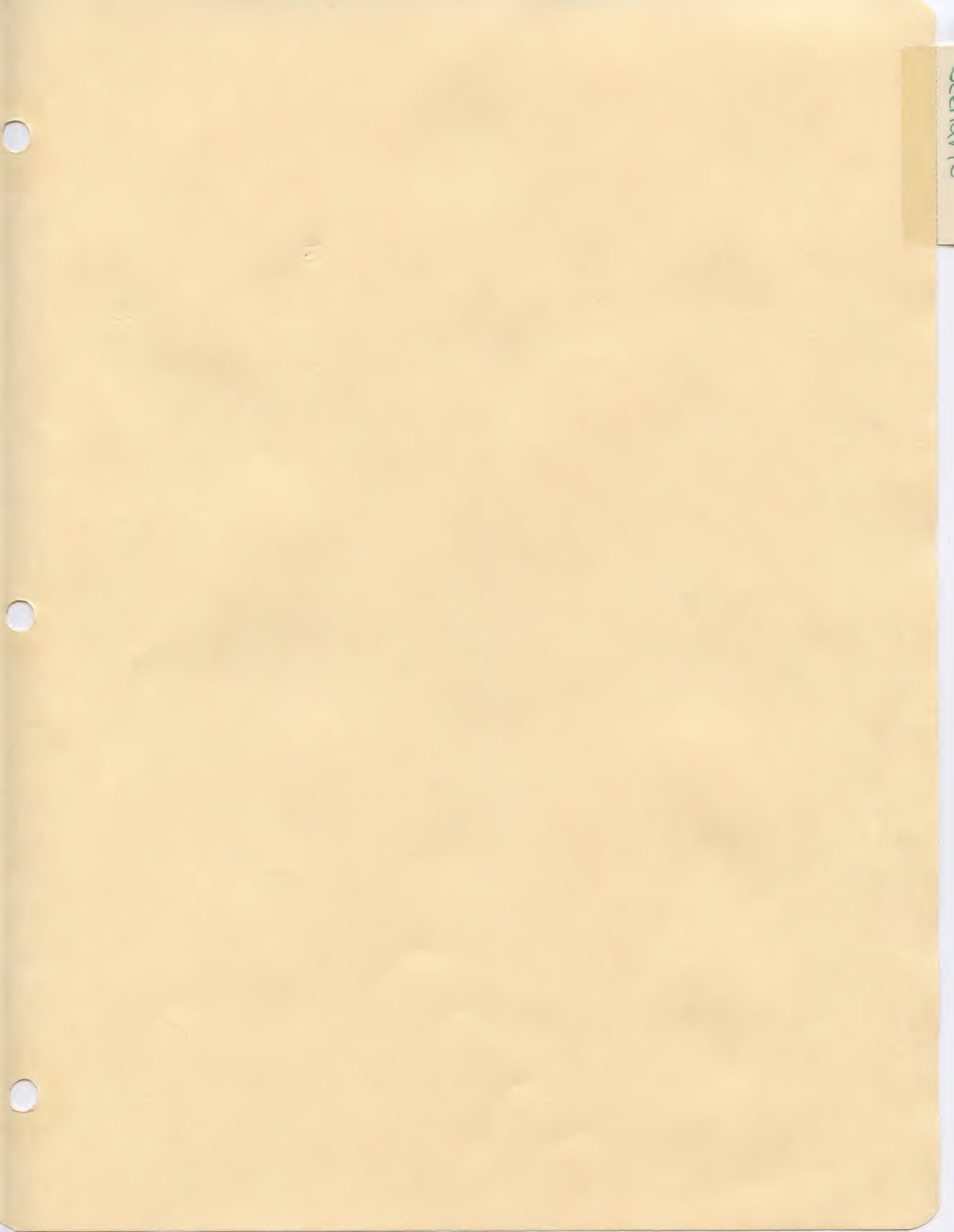
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1	Gamma	6/14/83	107,500	255	239
2		6/16/83	107,454 (SCRAPPED)	254	239
3		6/17/83	107,554	255	239
4		6/17/83	107,562	255	239
5		6/17/83	107,588	255	239
6	(Gamma III)	6/19/83	107,568	255	239
7		6/27/83	107,740	254	239
8		6/28/83	107,700	255	239
9		6/28/83	107,698	255	239
10		6/29/83	107,704	255	239
11		6/30/83	107,846	255	239
12		7/1/83	107,752	255	239
13		7/1/83	107,740	255	239
pre-14		7/1/83	107,712	255	239
14		7/1/83	107,652	255	239
15		7/4/83	107,614	255	239
16		7/4/83	107,574	255	239
17		7/5/83	107,694	255	239
18		7/5/83	107,826	255	239
19		7/8/83	107,954	255	239
20	(1st Release)	7/8/83	107,958	255	239
21		9/29/83	108,102	255	240
22		9/29/83	108,090	255	240
23		9/30/83	108,088	255	240
24		10/11/83	108,540	255	240
25		10/13/83	108,616	255	240
26	(2nd Release)	10/14/83	108,674	255	240
27		1/12/84	108,942	255	240
28		1/12/84	108,950	255	240
29	(3rd Release)	1/18/84	109,052	255	240
30*		5/9/84	109,184	255	237
31		5/9/84	109,148	255	238
32**		3/9/85	108,796	255	233

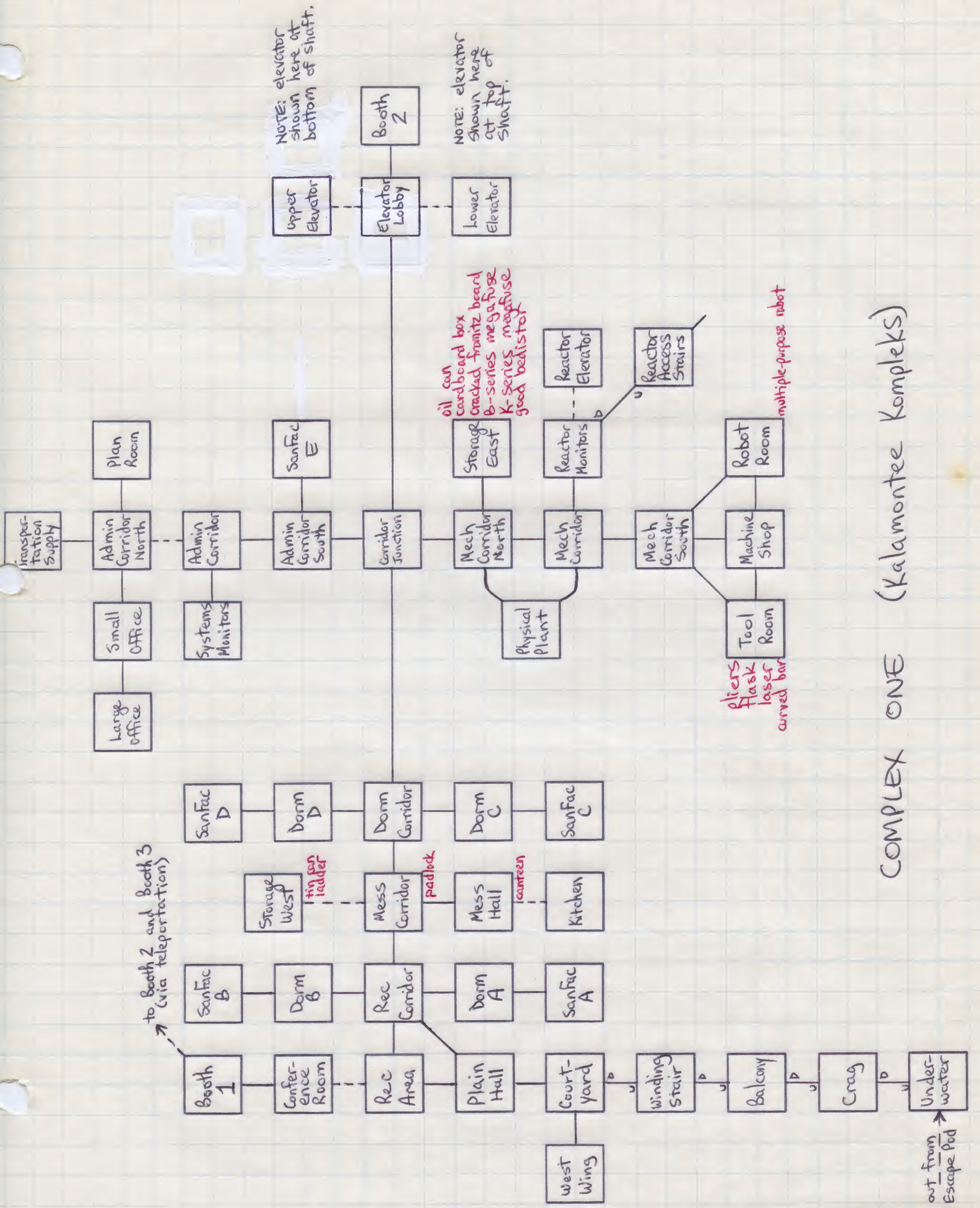
* 2nd Compression

** 3rd compression

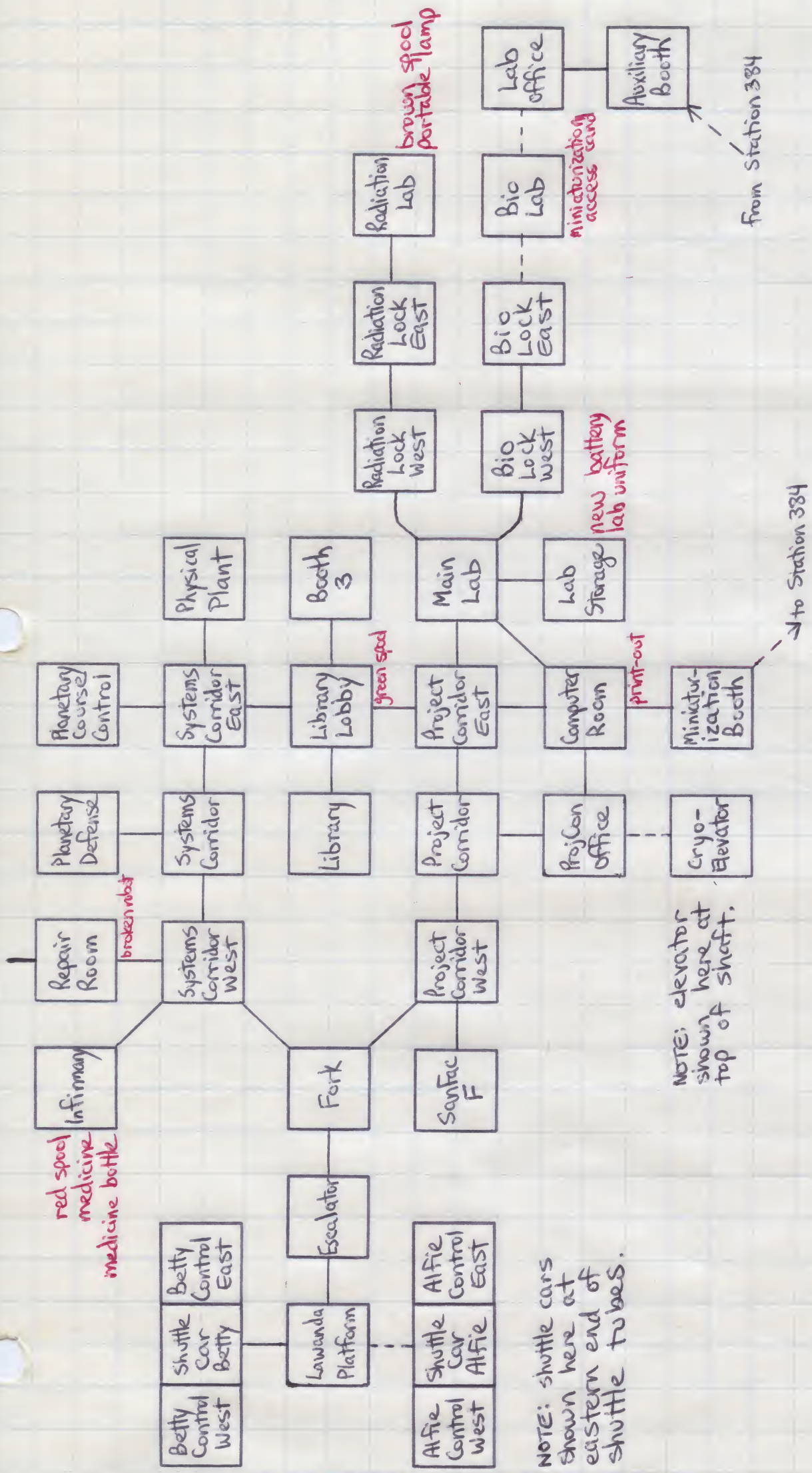
Planetfall Compilations - page 4

<u>Release #</u>	<u>Date</u>	<u>Bytes</u>	<u>Objects</u>	<u>Globals</u>
33	3/10/85	108,796	255	233
34	9/18/85	108,988	255	232
35	9/18/85	109,258	255	232
36	10/3/85	109,400	255	232
37 (4th release)	10/3/85	109,	255	232

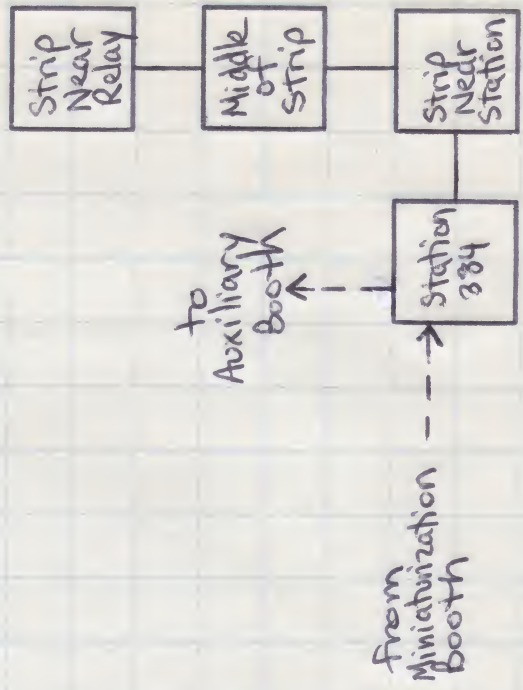


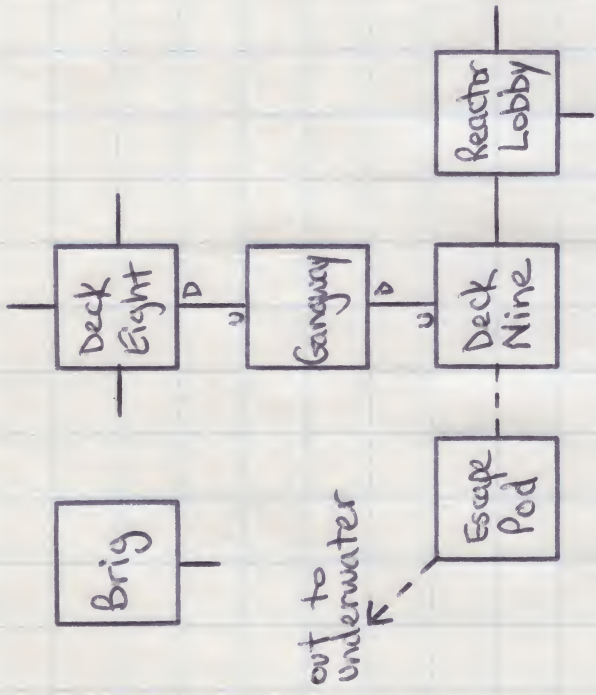


COMPLEX ONE (Kalamontee Kompleks)

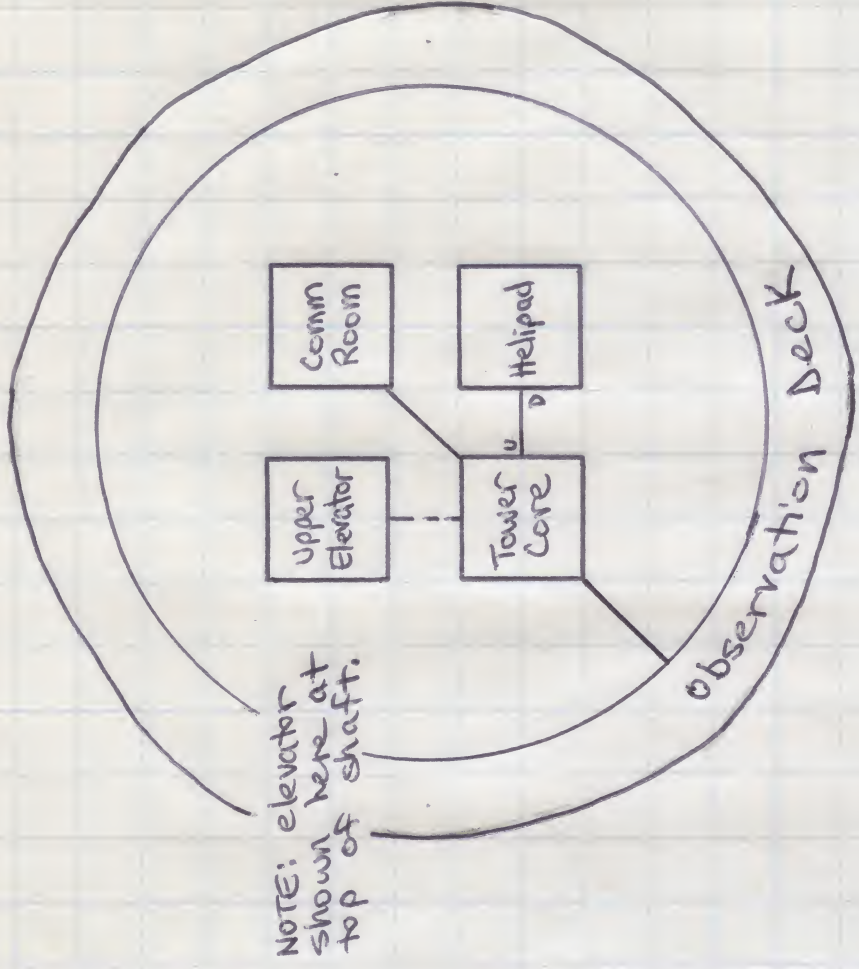
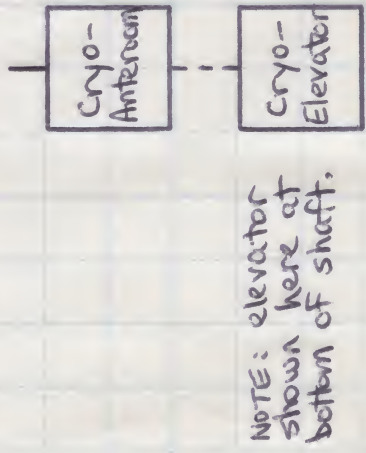


COMPLEX TWO (Lawanda Kompleks)



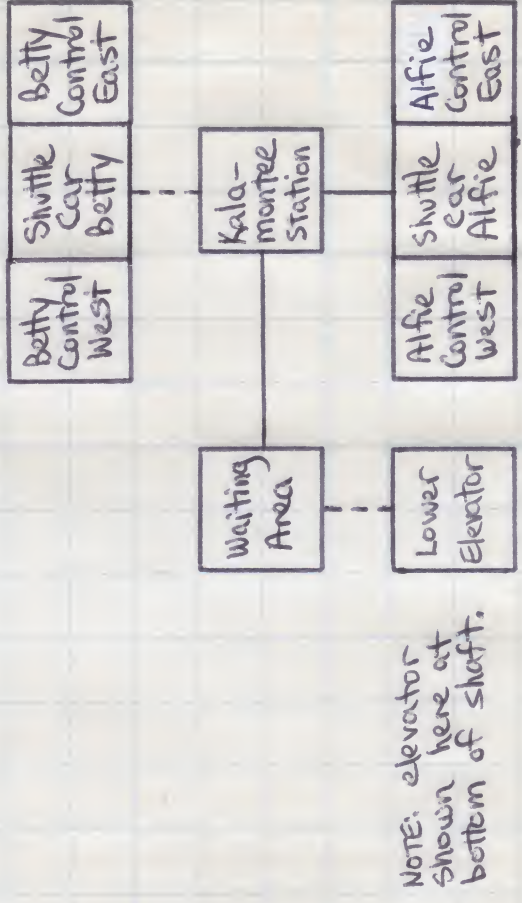


ABOARD THE S.P.S. FEINSTEIN



"OTHER END" OF ELEVATORS

NOTE: shuttle cars shown here at western end of shuttle tubes.



Scenario for a science fiction game

The time is the year 3714 of the Third Galactic Union. The fall of the last Union nearly 100,000 years earlier left the galaxy divided into thousands of pockets of humanity sliding back toward primitive barbarism. The gift of interstellar travel was lost, and in many systems civilization decayed to the point where even interplanetary travel was beyond the capability of local technology. It was a galactic Dark Age.

Now, millenia later, a galactic civilization is rising again, and the Stellar Patrol, a pseudo-military wing of the Union government, searches the stars for human cultures to bring them back into the fold of the galactic village.

You are a crew member on such a ship. Your rank: Ensign Seventh Class. Your knowledge of the ship's mission and status is naturally minimal, but you do know that the ship is crossing a fairly empty, unknown section of the galaxy, and that the ship is bringing B'rsun-te'elkner-ips'nun, an ambassador from a recently discovered alien race, to meet with leaders of the Galactic Union on Tremain 4, the home of the Union government. You have heard rumors that the ship has received a distress call of human origin from a system along the route, and is stopping to investigate. *(This is all manual-background stuff)*

As the game begins, you are polishing the deck of the gangway just (conveniently) outside the main escape pod of the vessel. You are visited by Ensign First Class Blather, who has been making your life miserable for the entire trip, and by a bored B'rsun-te'elkner-ips'nun himself, who wanders by and engages you in obscure conversation. Your mind wanders from your boring task.

Suddenly, the ship rocks and the walls resound with the sound of massive explosions that reverberate through the decks of the vessel. A heavy emergency bulkhead before you clangs shut, leaving no exits other than the escape pod behind you. More explosions shake the ship as the main lights go out and, moving quickly, you enter the escape pod just as its heavy door shuts with a whoosh. You stumble to a safety web and the pod's automated systems take over, launching the pod just as the mother ship explodes into smithereens!

(I don't anticipate this preliminary portion of the game to involve any problems other than being alert enough to enter the pod before the ship blows up.)

The pod's guidance system maneuvers the vehicle toward the planet below, searching for the most favorable landing site. The surface of the planet is almost entirely covered with water, with just two miniscule ice caps and a few small islands poking out above the ocean. The pod approaches the largest of these islands where, just before a rather bumpy landing, you make out some signs of civilization.

Looking through the port you see that the pod has landed in a rocky crag at the edge of this island, half underwater. As you stand, your movement causes the pod to shift and tumble off its precarious niche and into the water. Grabbing a few provisions, you break out and swim to the surface as the pod sinks into oblivion. *(This could be a "real time" sequence).*

You climb out of the water onto the crag where you originally landed. The crag is surrounded by steep walls of rock, which you scale with a pounding heart. The gravity is heavier than you are used

to, and the sun above is bright and warm, but you manage to climb up to a balcony of sorts. Once completely enclosed, most of the windows of the balcony are shattered and you clamber inside. A sign atop the windows is in a language similar to the universally spoken Galalinsua, and speaks of a view of the Callamonty Valley. However, the only view apparent from here is of endless ocean.

"SEENIK VISTA

Xis stunning view of the Callamonty Valley covers over forty square miles of what famous tourist spot. The large buildings at the bend in the Gulmaan River is the former provincial capital buildings. Etsetara."

You climb some stairs carved into the side of the cliff, and make your way up to the edge of some vast installation, completely deserted. You wander around, through literally miles of hallways and rooms. Some areas seem almost familiar to you--enormous dining facilities and barracks that must have accommodated tens of thousands. Other places seem strange, full of unknown machinery. Finally, in an obscure closet, you meet a squat robotish thingy, which you activate. It turns out to be a rather friendly, lonely, and talkative sort of robot, although the differences in your languages and cultural references sometimes makes the robot hard to understand. ("Hi! I'm 18-B-9 but to everyone I am Floyd. Who are you? Are you a doctor or a planner? That's a nice Shuttle Access Pass you are having there. Want to play Hide and Seeker you with me?")

The robot follows you around, jabbering incessantly, mostly driving you crazy but occasionally providing useful bits of information. For example, one of these clues leads you to a monitoring station of some sort. There, with time and effort, you decipher the meanings of some of the instruments. The monitors for the LIIBREREE, KUMUUNIKAASHUNS, and LIIF SUPORT systems show these systems to be in full functioning condition. However, the monitors for other systems show malfunctions: PLANATEREE DEEFENS, PLANATEREE CORRS MONITOR, and PRAJEKT KUNTROOL. The last one seems particularly unfathomable.

Sleeping occasionally, and foraging for food where you can find it, you continue to explore this strangely deserted, vast installation. (Sleeping could be an interesting new facet to the game; the status line would require date as well as time.) One day on your wanderings you return to the viewing balcony near where you landed, and are shocked to find the ocean lapping through its smashed windows! This rise in water level is far too dramatic to be merely the result of tidal action, especially considering that both of this planet's moon's are small and distant--another explanation must be in order.

From a high window in a tower of the complex you can see another complex of buildings some miles away on another island/mountain top, but you can discover no way to get over to it. A closet-sized room labelled "TELAPORTAAXUN BUOTH" looks promising, but when you try to operate it a sign flashes "PLEEZ INSURT AKSES COOD CARD." Then you and your everpresent android companion discover the underground shuttle. You manage to master its controls and take a wild ride under the peaks that separate the two complexes. You slow the car in time when you near the far station, barely avoiding a fatal crash. A sister shuttle car sits at this far station. (This could be another spot for a "real time" sequence.)

With new territory to explore you begin to make exciting discoveries. You find a vast library/archive containing the amassed knowledge of an entire civilization. Slowly, with fascination, you unlock the mysteries of this island and of this strange world...

Apparently, uncountable eons ago, the inhabitants of this world rose from the barbarism left behind here following the fall of the Second Union. This galactic civilization was all but forgotten by these people, persisting only as legends of an almost religious nature. New technologies flowered, and this race was even able to move the orbit of their own planet to a more favorable distance, literally terra-forming the world into a virtual Garden of Eden. Space travel resumed, but just when it seemed that the secrets of interstellar travel would be unlocked once again, disaster struck.

A devastatingly deadly plague of unknown origin began sweeping the planet. Scientists were baffled; there seemed to be no cure; no one seemed immune; all who contracted the disease ultimately died. In despair and on the verge of global panic, the race drew together and attempted a feat of stunning logistical and technological guile: the construction of this automated complex to continue the research of finding a cure for the plague, and the placement of nearly the entire population of the world (some half a billion people) in suspended animation. You are awed by the immensity of this project and the valor of the civilization behind it.

The meaning of the system monitors in the first complex now becomes clearer. The PRAJEKT KONTROOL system refers to the plague research project; it is malfunctioning. You also find out that the PLANATEREE CORS MONITUR, another malfunctioning system, is designed to make sure that the planet remains in its proper man-made orbit. Apparently, in the recent past, a large mass passed through this system and perturbed the planet's orbit. It is now slowly spiralling in toward the sun, accounting for the amazing rise in the planet's water level due to the melting of the ice caps. Your course seems clear--you must repair the malfunctioning systems in order to save the island from inundation, the world from a fiery death, and the frozen millions from the unknown plague.

One day, while climbing one of the towers to check on the inexorable advance of the sea, you find yourself feeling weak and dizzy. In horror, you return to the library and realize that you have contracted the same fatal plague--and that your resistance to it is even lower than that of the inhabitants! You are racing against time now, and to make matters worse, the disease is causing you to sleep longer and longer each day, cutting down the amount of time you can devote to solving the awesome problems that confront you. You must solve the problems of the malfunctioning systems. One of these is the PLANATEREE DEEFENS system, meant to guard the planet against non-trivial meteors. Its logic circuits seem to have died and it has lost the ability to distinguish meteors; in fact, you realize that this is what destroyed your Stellar Patrol ship. If this cannot be repaired, you will never be rescued, even if you could save this planet and send a message to a Patrol ship.

You manage to fix the malfunction in the Planetary course control system, but you find that you are not recognized as authorized to activate the system. The problems with the research system prove more challenging, and while exploring a dark recess of the vast, automated

laboratory, your loyal robot friend scouting ahead, you hear a high-squeal and rush ahead to find your poor companion torn apart and dwins, the victim of the steel-like jaws of some shadow-lurking mutant produced by the malfunctioning lab. Saddened by the loss of your faithful friend, you cradle his mechanical head in your arms and sing him an ancient ballad about a black hole miner who brought a great treasure from the stars to mankind. With a contented smile on his face, the robot expires.

With amazement, you discover just the part you've been looking for to repair the machinery inside the chest compartment of the expired robot. Determined that his death shall not have been in vain, you re-double your efforts, and repair the control system just in time. You find that the system malfunctioned during the very final stage of the project, and that a cure has in fact already been found. A door opens before you, and you enter a bare room which turns out to be an elevator.

You travel downwards for an eternity, into the very heart of the mountain. The doors open to reveal the first of what you can imagine are almost endless halls of sleeping humans. The leader, whose chamber is set apart from the others, has almost been completely revived, and an automaton administers a few injections and buzzes off.

The leader rises from the chamber, proving to be a stunningly beautiful woman. She quickly deduces your origins and the service you have done for her world. From a master console nearby she administers the code for activating the planetary course control, and informs you that a Stellar Patrol ship is nearing the planet to search for survivors from the lost ship. She gratefully offers you her hand in marriage to become co-leader of the world. Others are being revived now and crowd about you showering you with the adulation due a hero. Patrolmen beaming down to look for survivors materialize in the room, including Ensign First Class Blather (who was found in space in one of the lesser escape pods). Greeting you with the respect befitting your new rank as Head of a Planet, they leave Blather to serve as your manservant and everyone (except Blather) lives happily ever after.

PLOT SUMMARY OF SCI-FI GAME NUMBER THREE

TITLE: The working title has been "Sole Survivor," and more recently just "Survivor". I don't hate that title much, but I don't like it too much either. Wouldn't mind changing it if something better came along.

BACKGROUND: This game is set in the far future, about twelve thousand years from now. Mankind has extensively settled the galaxy, finally achieving a galactic-wide civilization now known as the Second Galactic Union or merely the Second Union. However, over the course of many centuries, the Union broke down, and a multi-thousand year dark age settled across the galaxy. Civilization did not exactly revert back to barbarism (except in a few remote places), but there was very little interstellar travel, and the many populated human star systems lost contact with each other.

Now, the galactic dark age is coming to an end. A Third Galactic Union is rising from the ashes of the previous one. The Stellar Patrol, a pseudo-military organization, has been formed to locate the lost human worlds of the Second Union and bring them back into the galactic fold. Any non-human civilizations encountered are also invited to join the Union.

[Attached is an outline of human history over the last twelve thousand years.]

You, the player, are a lowly Ensign Seventh Class aboard the Stellar Patrol Ship (S.P.S.) Feinstein. You have heard rumors that the ship has left hyperspace ahead of schedule, in order to explore a passing planetary system which a few archaeologists think may once have been settled by the Second Union.

PLOT OF THE GAME: As the game begins, you are scrubbing the deck of the Feinstein, (conveniently) just outside the entrance to one of the ship's primary escape pods. You may run into dreaded Ensign First Class Blather, your immediate superior who has been making your shipboard life so miserable. You may also encounter an ambassador from an alien planet, whom the Feinstein is transporting to the Union capital on Tremain.

Without warning, the Feinstein rocks with the force of multiple explosions. You wisely make for the escape pod--and not a moment too soon! Just as the pod leaves its ejection tube, the Feinstein is destroyed by a massive blast!

The pod's computer decides that the nearby planet is human habitable, and selects a landing site. If you are wise enough to stay in the pod's safety webbing, you will even survive this landing. You get a glimpse of the planet through the pod's window. Its surface seems to be almost entirely covered by water. Just before you land, you see that you are heading for one of a pair of small islands.

The pod lands in a crag at the very edge of the island, and as you stand up

from the safety webbing, you unbalance the pod and it tumbles into the water. You have just enough time to grab some food from a rack of emergency provisions and get out of the pod. You swim to the surface and climb up to the crag.

A stairway leads up the cliff to a wide plateau that covers most of the island. You find yourself inside a tremendous complex of buildings covering most of the island. There are kitchens and mess halls, dormitories and sanitary facilities, storage rooms, offices, recreation areas, machine shops, etc. Some require solving various simple problems to enter. The entire complex seems to be totally deserted.

You find a robot shop, and one robot there seems to be in good working order. If you turn him on, he announces that he is Floyd, a multi-purpose robot. He is talkative, very friendly, and a trifle simple-minded. He tends to follow you around, and although usually useless, he occasionally supplies some vital information or discovers an important item.

You find samples of writing, all of which are in "a corrupt form of Galalin-gua" -- in other words, a strange-looking variation of English. It is basically a phonetic spelling of each word, using a single vowel to represent short vowel sounds and a double vowel to represent long vowel sounds. For example, LIBRARY COMPUTER would be LIIBREREE KUMPYUUTUR. Oddly, a plaque that you decipher on a viewing balcony near the edge of the plateau describes a valley below, when all you see is endless ocean.

Scattered about the complex are a number of plastic cards with a magnetic stripe on the back, sort of like MBTA passes or 24-hour teller cards. These can be used to open various doors or activate various pieces of equipment.

You discover an elevator which leads up to a tower. The tower contains a viewing balcony, a helipad, and a communications room. From the viewing balcony you can see a twin island about twenty miles away. The helipad contains no usable flyers. But the communications room is displaying an SOS-type message which mentions a terrible sickness, and asks for help from any Second Union ship or planet. However, there is a malfunction in the communications system, and the message is no longer being sent.

Another elevator leads down to a shuttle platform buried far underground. One shuttle car sits at the platform. Once you have obtained the appropriate access card, this shuttle can be driven (harrowingly) to an identical platform which turns out to be below another complex on the other island.

By now, a few days have gone by on the planet, and you are starting to feel a bit sick. The provisions you got from the escape pod have run out, but hopefully you have figured out how to get into the kitchen and use the food dispensers.

The other complex is also deserted. It contains more offices, a sprawling laboratory section, an infirmary, control rooms for the "Planetary Defense" and "Planetary Course Control" systems, and (yay!) a library.

In the library, you can use the library terminal to access on outline of all

the subjects that the library has information on. This gives you only a dash of information, and tells you to consult the (non-existent) librarian for the appropriate micro-film spools. However, you do learn some of the planet's history, and the purpose of the two deserted complexes.

Apparently, some dreadful disease struck the population. It was fatal in all cases, no one seemed to be immune, and there was no cure. In an effort to save the race, these complexes were built so that automated, computerized research could go on, while as many people as could be saved (several tens of millions) were put in suspended animation in caverns buried far below.

Unfortunately, something has gone wrong. The computer has broken down, just as it was on the verge of producing the serum which would cure the disease. This was scheduled to trigger the beginning of the revival procedure, but since it has not occurred, thousands of years have gone by as the millions below slept on.

At the Planetary Defense control room, presumably designed to protect the planet against large meteors, one of the logic circuits has fried. You realize that this is why the Feinstein was fired upon, and this system must be repaired if you are to have any hope of rescue.

At the Planetary Course Control room, presumably designed to keep the planet in a stable orbit at a favorable distance from its sun, you discover that once again, the multiply-backed-up automated system has finally succumbed to the weight of the passing eons. The system is damaged, and the planet (which I am currently calling Resida) is spiralling in toward the sun. This accounts for the rise in water level--the planet's ice caps are melting. In fact, the water level has risen noticeably in just the few days since you arrived, and is threatening to inundate the complexes.

To make matters even worse, your health has deteriorated even more, and you realize that you have contracted the same disease that decimated the planet's population, still virile after all these centuries. You seem to be particularly susceptible to its effects, and realize that you have only days to live.

Your only hope is to repair the laboratory computer system so that it can complete its task of producing an antidote. In fact, the only problem is that one micro-relay has gone bad. But it's not as simple as all that.

The only way to access the relay is via a combination miniaturization-teleporation booth, which will shrink you to microscopic size and send you into the innards of the delicate computer circuitry. However, the access card for the mini-booth is lying on the floor of the bio lab. A fissure has opened up in the wall between the bio lab and the radiation lab, and this radiation has been flooding the biological experiments for millenia. The bio lab is now full of countless, violent, dangerous, mutated monsters.

Floyd, your constant mechanical companion, bravely volunteers to get the card, insisting that robots are tough and can't be hurt as easily as people. He goes after that card, and barely makes it back, badly damaged. He gives you the card and collapses at your feet. In a moving death scene, you cra-

dle his head in your lap, and sing him his favorite song: an ancient ballad about an asteroid miner who discovered and learned to control a mighty alien ship.

You use the mini-card to get sent to the malfunctioning section of the computer. You fix the relay using a laser, and begin heading for the "exit". But once again, luck is not on your side. A "giant" microbe stands before you, blocking your retreat. A voice whispers in your ear that this section of the computer will re-activate in N time-cycles.

The laser is a moderately good weapon against the microbe, but it isn't enough. However, there is a way to dispose of this nasty fellow...

This is where your luck really hits rock bottom. There is a breakdown in the mini-booth, and you are sent instead to an auxiliary booth, located just on the other side of the mutation-infested bio lab.

A tremendous chase scene ensues, with the fortunate adventurer locating a newly-revealed elevator door and reaching it just as the mutations begin nipping at his heels. The doors close and the elevator begins descending into the heart of the mountain whose plateau holds the complex. The doors upon onto an anteroom containing a single cryo-unit, and a sophisticated control panel. Beyond the anteroom you can see cavern after cavern lined with endless rows of cryo-units.

The unit before you opens, and the leader of the planet is given the antidote and revived by a couple of medical robots. He/she rises and fiddles with the control panel, then turns to greet you. If you have successfully repaired the various systems, the planet is saved and you are a hero. A party from another Patrol ship, looking for survivors from the Feinstein, beams down. The Residants offer you a position as co-leader of Resdia, and the Patrol offers you a chance to return at a much elevated rank. In either case, Blather (who was found floating around in another escape pod) is made your personal toilet attendant.

SCORING: A conventional scoring system similar to Zork 1, Zork 2, and Starcross. Points awarded for various accomplishments. Total number of points is 400.

NEW ELEMENTS: Survivor contains several concepts that are new to Interlogic games. It will be a time-based game, like Deadline and Witness. However, unlike those games, where all moves took one minute, in Survivor different actions and movements will take differing amounts of time.

Another new concept is that of days and sleeping. The game will last around 5 to 10 days (of game time, not real time), and the player will have to find places to sleep and food to eat. This, in addition to the advancing effects of the disease, should add a new degree of realism to the game.

Finally, the presence of Floyd represents the first time that there is a strong second central character (the first being the player himself). The wi-

zard in Zork 2 and the dungeon master in Zork 3 were really only peripheral characters without very much personality, and the various characters in the mysteries, although quite complex, were individually not that major.

SKETCHY PROPOSED OUTLINE FOR THE
INTERLOGIC FUTURE HISTORY SERIES

SEM 11/22/82

2017 S.Y. -- First permanent extra-terrestrial habitat established at the L5 point in the Earth/Moon system. Population twelve thousand. Self-supporting.

2019 S.Y. -- Limited nuclear war on Earth between two third world nations sends global economy into a massive depression.

2045 S.Y. -- First permanent moon colony established by L5-A.

2048 S.Y. -- Second space habitat established.

2077 S.Y. -- First permanent habitat outside of the Earth/Moon system established on Ceres.

2138 S.Y. -- Pact of 2138 creates solar "nation" consisting of the twelve space habitats, the three inhabited asteroids, the four Moon settlements, and the settlements on Mars and Ganymede. L5-A made seat of new government.

2152 S.Y. -- Earth brought into solar "nation", some degree of order forced upon Earth.

2181 S.Y. -- Seat of solar system government moved to Earth.

2186 S.Y. -- STARCROSS

2230 S.Y. -- First interstellar flight, using new hyperdrive developed from technology learned from the alien artifact.

2289 S.Y. -- First non-solar system settlement established

2655 S.Y. -- The twelve human worlds form a loose federation with Earth as the capital.

2809 S.Y. -- First encounter with a planet settled by a non-human intelligent species (the Weasels). First Great Crisis.

2997 S.Y. -- First interstellar war. (through 3211)

3005 S.Y. -- Second encounter with a planet of intelligent aliens (the Giant Spiders).

3211 S.Y. = 1 G.Y. -- Treaty of Malcordia ends the first interstellar war. Formation of the Galactic Union (later known as the First Galactic Union). Earth established as capital of Union.

3299 S.Y. = 88 G.Y. -- Home world of the artifact-builders located.

3771 S.Y. = 560 G.Y. -- Following a lengthy economic and political struggle, the capital of the Galactic Union is moved from Earth to Varshon. Second Union proclaimed. Beginning of the Golden Millenium. Earth fades as a galactic force.

1543 G.Y. -- Invention of mind-control technology. Second Great Crisis.

1716 G.Y. -- Last formal Congress of the Second Union adjourns. Beginning of the Galactic Dark Age.

6556 G.Y. -- SUSPENSION

10,663 G.Y. -- Tremain conquers 50 or so neighboring worlds, making the Tremain Empire the largest group of united worlds since the fall of the Second Union.

11,203 G.Y. -- Treaty between Tremain and Gallium establishes the Third Union, with capital on Tremain.

11,344 G.Y. -- SOLE SURVIVOR

12,565 G.Y. -- Invading bug-eyed monsters from the Andromeda galaxy conquer all of mankind, turning everyone into slaves and forcing people to eat yogurt. End to life as we know it.

S.Y. = solar year

G.Y. = galactic year

3211 S.Y. = 1 G.Y.

***** COMMENTS ? ? ? *****

- * Is it flexible enough to avoid limiting future s.f. game concepts?
- * Does it fit current ideas for specific upcoming games, such as STARCROSS sequel?
- * Additions, deletions, details?

***** COMMENTS ? ? ? *****

- * Is it flexible enough to avoid limiting future s.f. game concepts?
- * Does it fit current ideas for specific upcoming games

STELLAR PATROL

RANK: Ensign Seventh Class

ASSIGNED TO: S.P.S. Feinstein

ID NUMBER: 6172-531-541

SCORING

Number Points		Event
1.	10	—• Entering the Escape Pod
2.	10	—• Entering the Crag
3.	10	—• Turning on Floyd for the first time
4.	10	—• Firing the laser for the first time
5.	20	—• Entering Storage West
6.	20	—• Entering Admin Corridor North
7.	20	—• Entering the Kitchen
8.	20	—• Entering Tower Core
9.	20	—• Entering Kalamontee Platform
10.	20	—• Enter Lawanda Platform
11.	20	—• Entering Strip Near Station
12.	20	• Entering Auxiliary booth
13.	40	• Entering Cryo-Elevator
14.	25	—• Fixing the Course Control system
15.	25	—• Fixing the Defense system
16.	25	—• Fixing the Communications system
17.	50	• Fixing the Computer relay
18.	25	—• Floyd's death
19.	02	—• Taking the Upper Elevator Card
20.	02	—• Taking the Lower Elevator Card
21.	02	—• Taking the Kitchen Card
22.	02	—• Taking the Shuttle Card
23.	02	—• Taking the Mini Card

TOTAL = 400 points

SCORING
revised system

No.	Old Pts.	New Pts.	Event
1.	10	2	X Entering the Escape Pod
2.	10	3	X Entering the Crag
3.	10	2	X Turning on Floyd for the first time
4.	10	2	X Firing the laser for the first time
5.	20	4	X Entering Storage West
6.	20	4	X Entering Admin Corridor North
7.	20	4	X Entering the Kitchen
8.	20	4	X Entering Tower Core
9.	20	4	X Entering Kalamontee Platform
10.	20	4	X Enter Lawanda Platform
11.	20	4	X Entering Strip Near Station
12.	20	4	X Entering Auxiliary booth
13.	40	5	X Entering Cryo-Elevator
14.	25	6	X Fixing the Course Control system
15.	25	6	X Fixing the Defense system
16.	25	6	X Fixing the Communications system
17.	50	8	X Fixing the Computer relay
18.	25	2	X Floyd's death
19.	02	1	X Taking the Upper Elevator Card
20.	02	1	X Taking the Lower Elevator Card
21.	02	1	X Taking the Kitchen Card
22.	02	1	X Taking the Shuttle Card
23.	02	1	X Taking the Mini Card

OLD TOTAL = 400 points

NEW TOTAL = 80 points

NOTE: Scoring revised on 4/25/83 due to a bug in the Atari interpreter which would not allow a three-digit score and a four-digit time.

LIBRARY TOPICS

--Computer terminal in library displays "main menu"

--Specifying main menu topic number gives "sub-menu"

--Specifying sub-menu number gives brief description of topic and tells you to contact Librarian to get spool for more information. No librarian can be found, of course.

1: Historee

- 1: Raashul Orijinz: Xe Sekund Uunyun
- 2: Hiiaatus
- 3: Riiz uv xe Nuun Teknakrasee

2: Kultcur

- 1: Lituratshur
- 2: Art
- 3: Muusik

3: Teknoloogee

- 1: Medisin
- 2: Agrikultcur
- 3: Tranzportaashun
- 4: Spaas Travul *included*
- 5: Planateree Sistumz

4: Jeeografee

- 1: Planit Landmas
- 2: Undursee
- 3: Spaas Koloneez

5: Xe Prajekt

- 1: Orijinz of xe Dizzez
- 2: Xe Instalaashunz
- 3: Prajekt Kuntrool
- 4: Criioojenik Kuntrool *included*

6: Inturlajik Gaamz

- 1: Zork
- 2: Dedliin & witness
- 3: Starkros
- 4: Suspenshun

HISTOREE

1. Raashul Oriijin: Xe Sekund Uunyun

Xe aancint lejindz saa xat ships frum xe Sekuund Uunyun wuns fild ar skiiz and wil wun daa cum agen. But madurn sientists, hoo wuns dismiss such lejindz and felt xat lif eevolvd heer on (planet name), now feel xat xe Sekund Uunyun wuz xe truu orijin uf ar raas, and xat (planet name) wuz setuld bii men hoo eevolvd on unuxur wurld.

2. Hiiaatus

Wexur or not xe lejinds uf xe Sekund Uunyun ar truu, arkaaoloojists ar surtin xat a peereud of hii teknoolojikul and soshul deevelopment egzistid thowzindz uv yearz agoo, but for sum reezun civilizaaxun slid intuu a dark aaj lasteeng senshureez.

3. Riiz uf xe Nuuk Teknakrasee

Wixin xe last xree senshureez, xe riiz of xe Nuuk Teknakrasee haz brort a reeturn tuu xe levul of civilizaashun ataand beefor xe Hiiaatus. Soshul historreeunz xink xat at xe tiim Xe Dizeez struk, ar ras had aceevd a levil of sufistikaashun abowt eekwul tuu xe hiiest levil beefor xe Hiiaatus.

KULTSHUR

1. Lituratshur

This section talks about the development of (planet name) literature, from ancient times through modern times, and mentions some of the most famous writers and writings.

2. Art

This section tells about the history of (planet name) art, describes some of its most common forms, and lists some famous artists and artworks.

3. Muusik

This section talks about (planet name) music, referencing a wide selection of available tapes of historical and contemporary music.

TEKNOLOOGEE

1. Medisin

Wix xe eeradikaashun of kansur-reelaatid dizeezuz and xe deevelopment uv Klark Seerum, awl maajur fizicul and mentul disordurz hav bin eeliminaatid. Moost maajur orginz uv xe bodee kan bee reeplaast bii artifishulee-prooduust imitaashunz. Xe bulk uv curint medikul reesurch iz in xe feeld of lonjevitee.

2. Agrikultur

Xe deevelopment uv madurn eeragaashun and furtilazaashun tekneeks oovur xe last senshuree hav kumpleetlee eeliminaatid xe masiv faminz xat hav plagd (planet name) for moost uv its madurn historee. In adishun, the konstrukshun of xe hiidroopaniks sistum and the kultivaashun uv vast undursee farmz inshuur that eevin in xe wurst surkumstansez xer wil bee ampul supli-iz of vaareed, inekspensiv fuud.

3. Tranzportaashun

It wuz beeleevd xat xe invenshun uv teleportaashun wud revooluushuniiz tranzportaashun on (planet name). Howevur, xe proses haz pruuvin tuu bee tuu ekspensiv tuu bee praktikul for mas aplikaashun, at leest in its curint form. The maan form uv mas tranzit reemaanz xe Koptur Kar for short trips and the Undurgrownd Shutul Netwurk for longur trips.

4. Spaas Travul

Xe nuu nuukleer-powurd rokits hav maad spaas travul cheepur and ekoonomiklee feezibul. Sum sientists alsoo feel xat a form uv travul "owtsiid" of normul spaas iz theeoretiklee posibul. Xis wud maak travul tuu neerbii starz a posubilitee, but iz probublee at leest a hundrid yeerz awaa.

5. Planateree Sistumz

Xe graatist kontribuushun tuu xe kwalitee uv liif in xe modurn era iz xe deevelopment uv xe Planateree Sistumz -- Planateree Kors Kuntrool to staa-buliiz (planet name)'z eeratik orbit, Planateree Wexur Kuntrool to maantaan aa modurit cliimit in awl landmasis, Planateree Komuunikaashunz, to proviid an instint komuunikaashunz neturk tuu kanekt xe gloob and all xe spaas koloneez, and Planateree Deefens, to prootekt (planet name) frum meeteeor striiks.

THE BALLAD OF THE STARCROSS MINER

O, they ruled the solar system
Near ten thousand years before
In their single starcrossed scout ships
Mining ast'roids, spinning lore.

Then one true courageous miner
Spied a spaceship from the stars
Boarded he that alien liner
Out beyond the orb of Mars.

Yes, that ship was filled with danger
Mighty monsters barred his way
Yet he solved the alien myst'ries
Mining quite a lode that day.

O, they ruled the solar system
Near ten thousand years before
'Til one brave advent'rous spirit
Brought that mighty ship to shore.

0 minutes:

BRIEF
SUPER-BRIEF
QUIT
SAVE
RESTORE
RESTART
VERSION
VERBOSE
\$VERIFY
SCRIPT
UNSCRIPT

1 minute (default duration):

SCORE
ANSWER
PUT
ATTACK
BOARD
CLIMB
STAND
CLOSE
CURSE
DISEMBARK
DROP
ENTER
EXIT
FIRE
FOLLOW
FLY
GIVE
HELLO
JUMP
KICK
KILL
KISS
KNOCK
LOCK
LOWER
MOVE
PLAY
POINT
PULL
DESTROY
OPEN
PICK
PLUG
POKE
PUSH
PUT
RAISE
REACH
READ
RUB

7

SHAKE
SLIDE
SKIP
SMELL
STEP
STRIKE
TAKE
REMOVE
TELL
SMILE
SAY
THROW
HOOK
TURN
SET
UNLOCK
UNTIE
WAKE
WAVE
WEAR
YELL
ZORK
YES
NO

~~3 minutes:~~ 18

DIAGNOSE
INVENTORY
EAT
DRINK
FIND
LAND
LAUNCH
LISTEN
LOOK
SEARCH
SWIM
WALK

~~5 minutes:~~ 32

DIG
EXAMINE
RAPE

10 minutes:

WAIT

C-ELAPSED

Rooms (105)

Brig
Deck-Nine
Reactor-Lobby
Gangway
Deck-Eight
Escape-Pod
Shuttle-Car-Alfie
Alfie-Control-East
Alfie-Control-West
Shuttle-Car-Betty
Betty-Control-East
Betty-Control-West
Underwater
Crag
Balcony
Winding-Stair
Courtyard
West-Wing
Plain-Hall
Rec-Area
Conference-Room
Booth-1
Rec-Corridor
Dorm-A
Sanfac-A
Dorm-B
Sanfac-B
Dorm-C
Sanfac-C
Dorm-D
Sanfac-D
Mess-Corridor
Storage-west
Dorm-Corridor
Mess-Hall
Kitchen

Corridor-Junction
Admin-Corridor-S
Admin-Corridor
Admin-Corridor-N
Sanfac-E
Systems-Monitors
Plan-Room
Transportation-Supply
Small-Office
Large-Office
Mech-Corridor-N
Mech-Corridor
Mech-Corridor-S
Storage-East
Physical-Plant
Reactor-Control
Reactor-Access-Stairs
Reactor-Elevator
Tool-Room
Machine-Shop
Robot-Shop
Elevator-Lobby
Upper-Elevator
Lower-Elevator
Booth-2
Tower-Core
Helipad
Helicopter
Comm-Room
Observation-Deck
Waiting-Area
Kalamontee-Platform
Lawanda-Platform
Escalator
Fork

Infirmary
Repair-Room
Systems-Corridor-West
Systems-Corridor
Systems-Corridor-East
Physical-Plant-Two
Planetary-Defense
Planetary-Course-Control
Library-Lobby
Library
Booth-3
Sanfac-F
Project-Corridor-West
Project-Corridor
Project-Corridor-East
ProjCar-Office
Cryo-Elevator
Cryo-Anteroom
Computer-Room
Mini-Booth
Main-Lab
Lab-Storage
Bio-Lock-West
Bio-Lock-East
Rad-Lock-West
Rad-Lock-East
Bio-Lab
Radiation-Lab
Lab-Office
Auxiliary-Booth
Station-384
Strip-Near-Station
Middle-of-Strip
Strip-Near-Relay

Objects (regular)

- ★ Scrub-brush ✓
- ★ Chronometer ✓
- ★ ID card ✓
- ★ Patrol Uniform ✓
- ★ Blather ✓
- ★ Ambassador ✓
- ★ Brochures ✓
- ★ Safety-Web ✓
- ★ Towel ✓
- ★ Survival Kit ✓
- ★ Brown-Goo ✓
- ★ Red-Goo ✓
- ★ Green-Goo ✓
- ~~★ Plaque~~
- ★ Combo-Dial ✓
- ★ Padlock ✓
- ★ Tin-can ✓
- ★ Ladder ✓
- ★ Food-Dispenser ✓
- ~~★ Dispenser-button~~
- ★ Canteen ✓
- ★ High-Protein-Liquid ✓
- ★ Crevice ✓
- ★ Key ✓
- ★ Small Desk ✓
- ★ Large Desk ✓
- ★ Kitchen-Card ✓
- ★ Upper-Elevator-Card ✓
- ★ Shuttle-Card ✓
- ★ Lower-Elevator-Card ✓
- ★ Oil-Can ✓
- ★ Carton ✓
- ★ Cracked-Board ✓
- ★ Megafuse-B ✓
- ★ Megafuse-K ✓
- ★ Good bedistor ✓

- ~~★ Reactor-Button~~
- ★ Flask ✓
- ★ Magnet ✓
- ★ Pliers ✓
- ★ Chemical Dispenser ✓
- ~~★ Spout~~
- ★ Red-button ✓
- ★ Blue-button ✓
- ★ Green-button ✓
- ★ Yellow-button ✓
- ★ Gray-button ✓
- ★ Brown-button ✓
- ★ Black-button ✓
- ★ Round-white-button ✓
- ★ Square-white-button ✓
- ★ Floyd ✓
- ★ Dead-Floyd ✓
- ★ Blue-Elevator-button ✓
- ★ Red-Elevator-button ✓
- ★ Receive-Console ✓
- ★ Playback-Button ✓
- ★ Send Console ✓
- ★ Comm-Screen ✓
- ★ Funnel-Hole ✓
- ★ Chemical-Fluid ✓
- ★ Lazavus-Part ✓
- ★ Red-Spool ✓
- ★ Medicine-Bottle ✓
- ★ Medicine ✓
- ★ Achilles ✓
- ★ Robot-Hole ✓
- ★ Good-Board ✓
- ★ Access Panel ✓
- ★ First Board ✓
- ★ Second Board ✓
- ★ Third Board ✓

- ★ Fourth Board ✓
- ★ Fried Board ✓
- ★ Cube ✓
- ★ Bad Bedistor ✓
- ★ Green-Spool ✓
- ★ Terminal ✓
- ★ Spod-leader ✓
- ~~★ Elev-button~~
- ★ Print-out ✓
- ★ Mini-Card ✓
- ★ Lab-Uniform ✓
- ★ Teleportation-Card ✓
- ★ Combo-paper ✓
- ~~★ Bio-window~~
- ★ Brown-Spool ✓
- ★ Lab-Desk ✓
- ★ Gas-Mask ✓
- ★ Memo ✓
- ★ Light-button ✓
- ★ Dark-button ✓
- ★ Fungicide-button ✓
- ★ Relay ✓
- ★ Speck ✓
- ★ Laser ✓
- ★ Laser-Dial ✓
- ★ Old-Battery ✓
- ★ New-Battery ✓
- ★ Microbe ✓
- ★ ~~RatAnt~~
- ★ Troll
- ★ Grue
- ★ Triffid
- ★ Celery ✓
- ★ Lamp ✓

Objects (global) 14

Global-objects

Local-globals

Rooms

Intnum

Pseudo-Object

It

Ground

Hands

Sleep

Adventurer

Me

~~Global-Objects~~

Global-Doorway

Not-Here-Object

Objects (local-global) 33

Stairs

Escape-pod

Pod-Door

Corridor-Door

Gangway-Door

Slot

Teleport-Button-1

Teleport-Button-2

Teleport-Button-3

Lever

Shuttle-window

Shuttle-door

Bunk-bed

Conference-door

Storage-west-door

Kitchen-door

Rift

Reactor-Elev-door

Upper-Elev-door

Lower-Elev-door

Elevator-Button

Cryo-Elevator-door

Bio-Door-East

Bio-Door-West

Rad-Door-East

Rad-Door-West

Office-Door

Strip

Controls

Shelves

Tables

Ocean

Helicopter

Cliff

Lights

Shuttle

Room Routines

Deck-Nine-F
Gangway-F
Escape-Pod-F
Control-Cabin-F
Underwater-F
Crag-F
Balcony-F
Winding-Stair-F
Courtyard-F
Rec-Area-F
Conference-Room-F
Mess-Corridor-F
Mess-Hall-F
Admin-Corridor-S-F
Admin-Corridor-F
Admin-Corridor-N-F
Systems-Monitors-F
Machine-Shop-F
Elevator-Lobby-F
Upper-Elevator-F
Lower-Elevator-F
Comm-Room-F
Kalamontee-Platform-F
Lawanda-Platform-F
Infirmary-F
Repair-Room-F
Planetary-Defense-F
Planetary-Course-Control-F
Proj Con-Office-F
Cryo-Elevator-F
Cryo-Anteroom-F
Computer-Room-F
Bio-Lock-East-F
Bio-Lab-F
Radiation-Lab-F
Lab-Office-F

Station-384-F
Middle-of-Strip-F
Strip-Near-Relay-F

Object Routines

Sleep-F
Gnue-F
Ground-F
Cretin-F
Chronometer-F
Patrol-Uniform-F
Blather-F
Ambassador-F
Pod-F
Safety-web-F
~~Brain-Goo-F~~
~~Red-Goo-F~~
~~Green-Goo-F~~
Pod-Door-F
~~Garage-Door-F~~
Gangway-Door-F
Slot-F
Teleport-button-1-F
Teleport-button-2-F
Teleport-button-3-F
Shuttle-window-F
Shuttle-Door-F
Lever-F
Bed-F
Combination-Dial-F
Conference-Door-F
Storage-west-Door-F
Padlock-F
Can-F
Ladder-F
Kitchen-Door-F
Dispenser-F
High-protein-F
~~Dispenser-button-F~~
Crevice-F
Key-F

Rift-F
Oil-can-F
Good-Bedistor-F
Reactor-Door-F
~~Reactor-button-F~~
Flask-F
Magnet-F
Chemical-Dispensor-F
~~Spool-F~~
Chem-button-F
Floyd-F
Dead-Floyd-F
Upper-Elevator-Door-F
Lower-Elevator-Door-F
Blue-Elevator-button-F
Red-Elevator-button-F
Elevator-button-F
Playback-button-F
Chemical-Fluid-F
Red-Spool-F
Medicine-F
Robot-Hole-F
Access-panel-F
Board-F
Cube-F
Bad-Bedistor-F
Green-Spool-F
Terminal-F
Spool-leader-F
~~Cryo-Elev-button-F~~
Lab-Uniform-F
Combo-paper-F
~~Bio-window-F~~
Bio-Door-East-F
Bio-Door-West-F
Red-Door-East-F

Rad-Door-West-F
Lab-Desk-F
Light-button-F
Dark-button-F
Fungicide-button-F
Relay-F
Laser-Dial-F
Laser-F
Microbe-F
Strip-F
Celery-F
Controls-F
Lamp-F
Global-Games-F
Battery-F
Shelves-F
Tables-F
Ocean-F
Helicopter-F

Pseudo Routines

Translator -

Slime -

Window -

Graffiti -

Door -

Walkway -

Bench -

~~Table~~

Catwalk -

Equipment -

Monitors -

Mural -

Logo -

Keyboard -

Crack -

Void -

~~Helicopter~~

Spout -

~~Ocean~~

Cliff -

Toilet -

Games -

Tapes -

Bed -

~~Skiff~~

Partition -

Viewport -

Cubbyhole -

Maps -

Devices -

Cables -

Structure -

Button -

Carpet -

Cabinets -

Plate -

Escalator -

Reactor-button -

Bio-window -

Desk -

Cryo-button -

Castle

Chem-Spout -

Cleft -

Rubble -

Plaque -

Seats -

Fence -

Interrupt Routines

I-Blatler
I-Ambassador
I-Blowup-Feinstein
I-Pod-Trip
I-Snk-Pod
I-Kitchen-Door-Closes
I-Turnoff-Teleportation
I-Turnoff-Shuttle
I-Shuttle
I-Sleep-warnings
I-Fall-Asleep
I-Hunger-warnings
I-Sickness-warnings
I-Reactor-Door-Close
I-Magnet
I-Floyd
I-Upper-Elev-Arrive
I-Lower-Elev-Arrive
I-Turnoff-Upper-Elev
I-Turnoff-Lower-Elev
I-Upper-Elev-Trip
I-Lower-Elev-Trip
I-Cryo-Elev-Arrive
I-Clear-Floyd-Peer
I-Bio-East-Closes
I-Bio-West-Closes
I-Floyd-Foray
I-Chase Scene
I-Naked-Blue
I-Unflood
I-Turnoff-Mini
I-Announcement
I-Warmth
I-Fry
I-Microbe

Internal Routines

Room?

Find-In

Find-Room

Go & Look

Floyd-Reveal-Card-F

Teleport

Describe-View

Shuttle-Activate

Describe-Shuttle-Trip

Describe-Shuttle-Arrive

Dreaming

Waking-Up

Reset-Time

Pod-Exit-F

Shuttle-Enter-F

Shuttle-Exit-F

Water-level-F

Ladder-Exit-F

Describe-Monitors

Floyd-Comes-Alive

Call-Me-Floyd

Elevator-Enter-F

Elevator-Exit-F

Comm-Setup

Floyd-Through-Hole

Library-Type

Cryo-Exit-F

Computer-Action

Zap-Count

Shoot-Speck

Shoot-Microbe

Describe-Room

Describe-Objects

Describe-Object

Print-Cont

Finster

Score-Upd

Score-Obj

Finish

Yes?

Tigs-Up

Go-Next

LKP

This-Is-It

Trytake

I take

Don't-Have

I-Drop

Already

Print-Contents

Count

Weight

Goto

See-Inside

Hack-Hack

Word-Type

Global-In?

Here?

Do-Walk

Rob

(1 of 2)

Verb Routines

V-Through
V-Verbose
V-Brief
V-Superbrief
V-Look
V-First-Look
V-Examine
V-Score
V-Quit
V-Version
V-Again
V-Restore
V-Save
V-Restart
V-Walk-Around
V-Walk
V-Inventory
Pre-Take
V-Take
Pre-Put
V-Put
V-Slide
Pre-Drop
Pre-Give
Pre-SGive
V-Sgive
V-Drop
V-Give
V-Throw
V-Open
V-Close
V-Script
V-Unscript
Pre-Move
Move

V-Lamp-On
V-Lamp-off
V-wait
Pre-Board
V-board
V-Disembark
V-Eat
V-Curse
V-Listen
V-follow
V-Leap
V-Skip
V-Leave
V-Hello
Pre-Read
V-Read
V-Look-Under
V-Look-Behind
V-Look-Inside
V-Look-Down
V-Turn
V-Lock
V-Unlock
V-Attack
V-Kick
V-Raise
V-Lower
V-Rub
V-Push
V-Push-Up
V-Push-Down
V-Pull
V-Mung
V-Knock
V-Frobozz
V-Yell

V-Shake
V-Dig
V-Smell
V-Swim
V-Swim-Up
V-Go-Up
V-Untie
Pre-Tie
V-Tie
V-Alarm
V-Zork
V-Command
V-Climb-On
V-Climb-Foo
V-Climb-Up
V-Climb-Down
V-Put-Under
V-Enter
V-Exit
V-Search
V-Find
V-Tell
V-Ask-for
V-Say
V-Talk
V-Answer
V-Reply
V-Is-In
V-Kiss
V-Rape
V-Diagnose
V-wear
V-Remove
V-Take-off
V-Step-On
V-Put-On

(2 of 2)

Verb Routines

V- Stand
V- Yes
V- No
V- Maybe
V- Point
V- Set
V- # verify
V- Stand-on
V- Report
V- Reach
V- Reach for
V- Walk-To
V- Flush
V- Fly
V- Smile
V- Attract
V- Zattract
V- Span
V- Type
Pre- Zap
Pre- Szap
V- Zap
V- Szap
V- Scrub
V- Pour
V- Empty
V- Throw-off
V- Sleep
V- fix-It
V- Oil
V- Show
V- Insert
V- Taste
V- Zescape
V- Time
V- Play

V- Play-with
V- Replace
V- Grag
V- Fork
V- Booth
V- Cards
V- Fix
V- Debug

Global Flags

Blatter - Leave
Ambassador - Leave
Brigs - Up
Blowup - Counter
Tnp - Counter
Sink - Counter
Card - Revealed
Teleportation - On
Alfie - At - Kalamontee
Betty - At - Kalamontee
Shuttle - Moving
Shuttle - On
Shuttle - Velocity
Shuttle - Counter
Lever - Setting
Alfie - Broken
Betty - Broken
Sleepy - Level
Hunger - Level
Sickness - Level
Sickness - Warning - Flag
Load - Allowed
Drown
Dial - Number
Number - Needed
Padlock - Removed
Padlock - Unlocked
Ladder - Extended
Ladder - Flag
Key - Removed
Spot - Placed
Chemical - Flag
Card - Stolen
Floyd - Score - Flag
Floyd - Spoke
Floyd - Follow

Floyd - Reactivated
Floyd - Introduced
Lower - Elevator - Up
Upper - Elevator - Up
Elevator - In - Transit
Lower - Elev - On
Upper - Elev - On
Comm - Shutdown
Comm - Fixed
Chemical Required
Steps - To - Go
Lawanda - Platform
Lazarus - Flag
Achilles - Flag
Hole - Tnp - Flag
Board - Reported
Defense - Fixed
Course - Control - Fixed
Access - Panel - Full
Menu - Level
Screen - Text
Spool - Text
Mural - Flag
Cryo - Moved
Cryo - Score - Flag
Computer - Flag
Floyd - Reared
Floyd - Waiting
Waiting - Counter
Floyd - Gave - Up
Floyd - Forayed
Foray - Counter
Extra - Move - Flag
Cryo - Move - Flag
Nuked - Counter
Lab - Lights - On

Lab - Flooded
Mini - Activated
Been - Here
Computer - Fixed
No - Microbe
Laser - Setting
Speck - Hit
Old - Shots
New - Shots
Warmth - Flag
Laser - Just - Shot
Laser - Score - Flag
Marksmanship - Ctr.
Microbe - Hit
Microbe - Counter
Verbose
Super - brief
Lit
Moves
Score
Day
Fumble - Number
Fumble - Prob
Replace - Loc
Debug - On

Global Strings

Elevator-Enabled
Wrong-Card
Strange-Feeling
Booth-off
Squed
Shuttle-Recording-1
Shuttle-Recording-2
Shuttle-Recording-3
Shuttle-Recording-4
Sign-Pass
Not-Hungry
Like-Slime
Verse-One
Verse-Two
Verse-Three
Verse-Four
Elevator-Light-Off
Elevator-Starts
Shutdown
Pvt-Board
Board-Shock
No-Meaning
Screen-Clears
Text-Appears
More-Info
Low-End
Spool-fits
Some-Info
Green-Text
Red-Text
Both-Doors
Door-Opens
Door-Closes
Already-Open
Is-Closed
Monster-Death

Faint-Sound
Familiar-Wrenching
Main-Menu
History-Menu
Culture-Menu
Technology-Menu
Geography-Menu
Project-Menu
Interlogic-Menu
11-Text
12-Text
13-Text
21-Text
22-Text
23-Text
31-Text
32-Text
33-Text
34-Text
35-Text
41-Text
42-Text
43-Text
51-Text
52-Text
53-Text
61-Text
62-Text
63-Text
Copr-Notice

Global Tables

Dummy

Ambassador-Quotes

Dreams

Floydisms

Monster-Entrances

Winner-Attacked

Monster-Closes

Microbe-Strikes

Indents

Yuks

Hellos

Whee

Ho-Hum

The Definitive List of words to be added:

<u>Word</u>	<u>Location</u>	
Feinstein	(global)	wall
✓ clipboard	(Blather)	roof
✓ celeny	(ambassador)	water
✓ viewport/port/window	(pod)	
✓ controls	(pod)	
✓ cliff	(crag) (balcony) (winding stair)	
✓ cleft	(crag)	
✓ ocean	(crag) (balcony) (large office) (obs. deck) (helipad)	
✓ structure	(crag)	
✓ castle del	(courtyard) (west wing)	
✓ rubble	(west wing) (courtyard)	
✓ partition	(Dorm A, B, C, D)	
✓ controls	(reactor control)	
✓ dials	(reactor control)	
✓ grages	(reactor control)	
✓ devices	(robot shop)	
✓ shelf/shelves	(tool room) (storage east) (storage west)	
sky	(admin corridor) (helipad)	
✓ equipment	(systems monitors)	
✓ cubbyholes	(plan room)	
✓ map	(plan room)	
✓ crayon	(Floyd)	
✓ Bocci	(global)	
✓ hucka-bucka	(global)	
✓ Hider-and-Seeker	(global)	
Admiral Smithers	(global)	
✓ panel	(teleport booths & elevators) (comm room)	
✓ stairs	(tower cone, helipad)	
✓ cables	(comm room)	
✓ light	(comm room)	
✓ fence	(helipad)	
✓ seats	(helicopter)	
✓ controls	(helicopter)	
enunciator	(comm room)	

(cont.)

✓ word
 ✓ red light
 ✓ desk
 ✓ escalator
 sign
 ✓ cabinets
 ✓ machinery
 ✓ shelves
 ✓ controls
 ✓ lights
 ✓ carpet
 ✓ steps
 ✓ table
~~✓ table~~
 ✓ tables/table
 ✓ rack
 ✓ shelves
 ✓ equipment
 cannisters
 ✓ table
 ✓ plate(s)
 ✓ strip
 cliff
 ✓ file cabinets
 ✓ ~~supplies~~ supplies
 ✓ diagram

location
 (computer room)
 (library)
 (Lawanda Platform) (Escalator) (Fork)
 (Lawanda Platform) (RadLock East)
 (repair room)
 (repair room) (infirmary)
 (infirmary)
 (Planatree Defense) (Planatree Course Control)
 (Planatree Defense) (Planatree Course Control)
 (Library Lobby) (Library)
 (Library Lobby) (Library)
 (Library Lobby)
~~(Library)~~
 (Library)
 (Lab Storage)
 (Lab Storage)
 (Radiation Lab)
 (Radiation Lab)
 (Radiation Lab)
 (Station 384)
 (Station 384)
 (Strip Near Station)
 (Lab office)
 (Lab storage)
 (reactor control)

Planetfall - One letter "words" (5/10/83)

A - (the article)
B - (the megafuse)
C -
D - down
E - east
F - fore
G - again
H -
I - inventory
J -
K - (the megafuse)
L - look
M -
N - north
O -
P - port
Q - quit
R -
S - south
T - ~~wait~~ time
U - up
V -
W - west
X -
Y - yes
Z - wait

MAJOR PROBLEMS

as of 4/21/83

1. getting to planet
2. getting key
3. crossing rift
4. fixing comm system
5. finding access cards
6. getting lower elev. card
7. driving the shuttle
8. fixing defense system
9. fixing course control
10. getting mini card
11. fixing computer
12. fighting microbe
13. getting safely to cryo-area

RED HERRINGS

1. Ambassador/Blather
2. Castle
3. Can of Food
4. Oil Can
5. Reactor Area
6. Helicopter
7. Transportation Supply
8. Rad-Lab & spool

3/8/83

Still to be added:

- Lt. Bureacrat
- ~~2nd Rad Lock Room~~
- ~~Spool reader working~~
- ~~Spool for disease symptoms~~
- ~~Digger problem~~
- oil Can problem (?)
- ~~combo lock (s)~~
- ~~dreams~~

- ~~look at screen in library~~
- ~~vary computer sector #~~
- ~~unconsciousness during pd-trip (?)~~
- ~~chase scene~~
- ~~endgame (Cryo anteroom scene)~~
- ~~golden object in rad-lab~~
- ~~switch (Floyd)~~
- ~~View thru window of shuttle~~
- ~~A dark place?~~
- ~~beef-up microbe battle~~

Floyd

- more "hints"
- levels of familiarity
- Floyd @ ~~locks~~, ladder, underwater
- ~~first meeting after luncheon~~
- ~~Comments during Save keystone etc.~~
- ~~interlagr games~~

Stand
Stand up
Get out
Get up
Get out of (object)
exit (object)
leave (object)
~~board (object)~~

✓ bed
✓ web
~~infirmary bed~~

sit in (object)
sit on (object)
get in (object)
get in (object)
enter (object)
lie down
lie down in (object)
lie down on (object)
lie on (object)
climb in (object)
climb on (object)
board (object)

go out
exit
leave object
exit object
get out of object
leave

✓ pod
✓ helicopter
shuttle
elevator
booth

enter (object)
enter
go to (object)
go in (object)
board (object)
get in (sf)
get into?

PROBLEMS

- SLEEPING SAFE SPOT? ONLY IN COMPLEX ^{ONE} TWO?
- EATING CAN'T CARRY ~~THE~~ MUCH FOOD SO HAVE TO KEEP GOING BACK TO EATING AREA
- BLOCKED PASSAGE DEMOLITION - FIND INSTRUCTIONS FIRST / MODULATOR PIN
- ELEVATOR REPAIR ~~CONTROLS~~
- ELEVATOR BREAKDOWN ROOF HATCH (ONLY HAPPENS SOMETIMES?)
- FLOODED PASSAGE
- INTRUDER CONTROL PREVENTS UNAUTHORIZED PASSAGE - ACCESS CARDS
- FISSURE CAUSED BY EARTH MOVEMENT
- GETTING PAST MUTANTS IN LAB

CLUES

- VIEW FROM POD
- COMMUNICATIONS AUTOMATED MESSAGE
- FLOYD'S BABBLING
- SYSTEMS ~~REPAIR~~ MONITORS
- LIBRARY

can't carry ladder & anything else

~~SHRINKING~~

(incl. Laser repair, microbe battle)

~~SHUTTLE~~

~~SICKNESS~~

~~SLEEPING~~

~~SCORING~~

~~MOVES~~

EXPAND FLOYD

LIBRARY & SPOOLS

EXTREME ENDGAME

DIGGER PROBLEM?

COMM PROBLEM?

COURSE CONTROL PROBLEM?

HINTS?

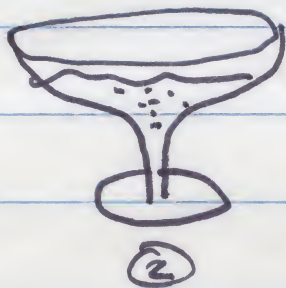
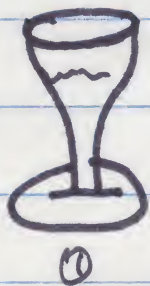
WATER-LEVEL?

OIL-CAN?

SPAM?

GOLDEN OBJECT IN RAD-LAB.

➔ REACTOR BURIED BELOW COMPLEX ONE! ✓



turning a goblet
into an alien.



➔ FLOYD FINDS LAZARUS DISASSEMBLED ✓

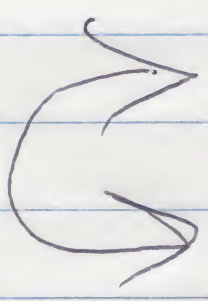
Move #

ESCAPE POD

DECK-NINE

OTHER

1



Buffet ship, You hear
sound of bulkheads
closing.

Buffet ship, bulkheads
close

Buffet ship
bulkheads close
Blather orders you to
remain at your post

2

Buffet ship



3

Pod Doors close

Pod door closes
lights dim

Air Goes (Tigs Up)

4

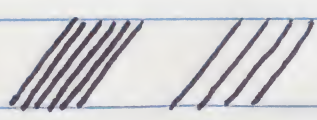
Pod begins sliding

Buffet Ship

5

Pod released
Disable I-Blowup
Enable I-Pod-Trip

(Tigs Up)

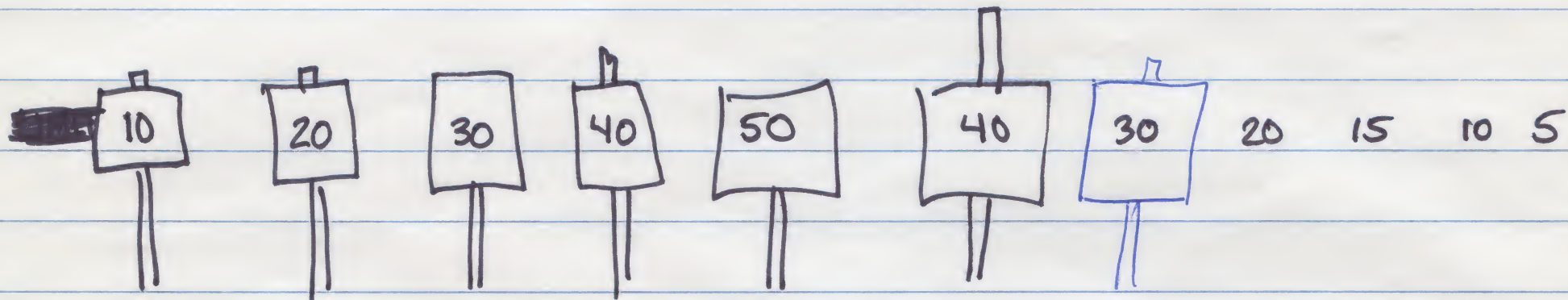


K

L

BSU

L



1 Kalamontez

2 5

3 10

4 15

5 20

6 25

7 30

8 35

9 40

10 50

11 45

12 40

13 35

14 30

15 25

16 20

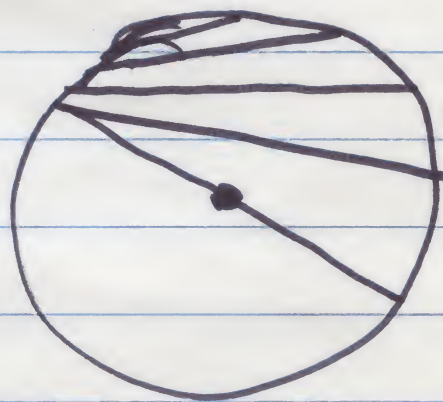
17 15

18 10

19 5

20 Lawanda

05

↓
10

10000

~~9999~~

2400

500
50

$$\frac{500}{V} = \Delta t$$

$$\frac{500}{V} = \Delta t$$

$$Ex. \quad V=5 \quad \Delta t=100$$

$$V=25 \quad \Delta t=20$$

$$V=50 \quad \Delta t=10$$

2 1/2

860 sec ~~minutes~~ minutes

$$\text{minutes/day} = \frac{60}{24} \frac{240}{120} \frac{1440}{72} \frac{72}{10080}$$

$$\text{one } t.u. = 8.64 \text{ sec}$$

$$10,000 \text{ } t.u. = 1 \text{ day}$$

Shuttle speed

ove#	Max Speed	@600
1	5	120
2	10	60
3	15	40
4	20	30
5	25	24
6	30	20
7	35	17
8	40	15
9	45	13
10	50	12
11	55	10
12	60	10
13	60	10
14	55	10
15	50	12
16	45	13
17	40	15
18	35	17
19	30	20
20	25	24
21	20	30
22	15	40
23	10	60
24	5	120

Total = 742

Max length of trip =
 $(120)(24) = 2880$ millichrons

Min length of (safe) trip =
 742 chrons

former constant length of trip =
 960 chrons (24 waits)

CHEMICALS - Comm Problem

<u>FLAG #</u>		<u>COLOR</u>	<u>DESC</u>
1		RED	COOLANT
2		BLUE	COOLANT
3		GREEN	COOLANT
4		YELLOW	COOLANT
5		GRAY	CATALYST
6		BROWN	CATALYST
7		BLACK	CATALYST
8	(ROUND)	ROUND CLEAR	BASE
9	(SQUARE)	CLEAR	ACID

~~10~~

Acid/Base responses

(Chemical Flag = 8 or 9)

Go-away (ACIDBIT):

✓ Red-Goo

✓ Red-Spool

✓ B-fuse

✓ First-Board

✓ Brown-Goo

✓ Brown-Spool

✓ K-fuse

✓ Second-board

✓ Green-Goo

✓ Green-Spool

✓ Good-bedistor

✓ Third-board

✓ memo

✓ Gas-Mask

✓ Bad-bedistor

✓ Farth-Board

✓ combo-paper

✓ Old-Battery

✓ Cracked-Board

✓ print-out

✓ New-battery

✓ Good-board

✓ brochure

✓ Key (or crevice if key in it)

✓ Fried-Board

Fuse/break (MUNG-BIT)

✓✓ Chronometer

✓✓ Chemical-Dispenser

✓✓ Laser-Dial

✓✓ Padlock

✓✓ Food-Dispenser

✓✓ Cube

✓✓ Combo-Dial

✓✓ Laser

Jigs-Up

✓ Relay

✓ High-protein

✓ Floyd

✓ Microbe

✓ ~~Medicine~~ Medicine

✓ Adventurer

✓ Strip

✓ Hands

✓ Special Case - Mutants Love It.

Sleeping & Waking times

<u>Day</u>	<u>Awake</u>	<u>Asleep</u>	<u>Time Awake</u>
1	(3500)	8200	~6700
2	1600	8100	6500
3	1750	8000	6250
4	1950	7850	5900
5	2150	7650	5500
6	2450	7450	5000
7	2800	7200	4400
8	3200	6900	3700

WATER LEVEL RISE

Day 1 - Water level just below crag

Day 2 - Water level just ~~below~~ above crag
Crag now inaccessible
Balcony touchbit cleared

Day 3 - Water level just below balcony
~~Crag~~ Balcony touchbit cleared

Day 4 - Water level just above balcony
Balcony now inaccessible
Winding Stair touchbit cleared

Day 5 - Water level just below winding stair
Winding stair touchbit cleared

Day 6 - Water level just above winding stair
~~Winding stair~~ Winding stair now inaccessible.
Courtyard touchbit cleared

Day 7 - Water level well above winding stair
Courtyard touchbit cleared

Day 8 - Water level just below courtyard
Courtyard touchbit cleared

Final problem for SOLE SURVIVOR

The computer displays a readout that says something like MALFUNK-SHUN IN SEKSHUN 384-Z. You have to go to the miniaturization/repair booth, activate it with the proper card, and type in the correct SEKSHUN NUMBUR. If you type in any other section number you will get sent to an "active" section of the computer and get fried.

If you type in the correct section, you are miniaturized and simultaneously teleported to a mini-station in that section of the computer. You must then make your way to the damaged component.

You must bring along the laser, after having put in a new power-pack. The damaged component is a vacuu-sealed micro-relay. It is cased in red translucent plastic, and within you can see a black speck of dust which is preventing the micro-relay from closing. By setting the laser to produce a red beam, you can shoot harmlessly through the casing and destroy the speck of dust. If you try it with the laser not set to give a red beam, the casing will shatter, and the computer will be munged.

You must then return to the mini-station in order to be removed from section 384-Z before it is reactivated and you are fried. However, to you horror, standing between you and the mini-station is an enormous, hairy microbe (approximately the apparent size of an elephant and looking very hungry). It has managed to enter this sterile environment, and seems intent on having you for dinner. Cilia waving, it slithers toward you menacingly. You must defeat the microbe in an exciting laser battle, perhaps changing the setting of the laser, and do it in time to get out before the section of the computer is activated.

When you successfully reach the mini-station and are teleported out and un-miniaturized, you are not returned to the booth near the computer room, but to the auxiliary booth behind the bio-labs! You must then somehow get past the mutated monsters in the biolab.

<u>Games</u>	<u>Partial Blocks</u>	<u>Full Blocks</u>	<u># of K</u>	<u>Ratio 1</u>	<u>Ratio 2</u>
Zork I	78	117	76	1.03	1.54
Zork II	78	120	82	0.95	1.46
Zork III	78	122	84	0.93	1.45
Starcross	87	130	84	1.04	1.55
Suspended	85	145	104	0.82	1.39
Survivor	72	112	77/76	?	?
Deadline	101	151	108	0.94	1.40
Witness	70	126	80	0.88	1.58
Average (not including SURVIVOR)				0.94	1.48

SI-FI CONCEPTS

SPACE TRAVEL - FASTER THAN LIGHT - SPACE BATTLES

TIME TRAVEL Zork 3

NUCLEAR WAR

GENETIC ENGINEERING

} MUTATIONS! SURVIVOR

TELEPORTATION Starex SURVIVOR

ALIEN RACES/CULTURES Starex

ROBOTS/ANDROIDS Zork 2, Suspension, SURVIVOR

MIND-READING

PSI POWERS

PREDICTING FUTURE EVENTS

SUSPENDED ANIMATION SURVIVOR

ARTIFICIAL INTELLIGENCE

MAD SCIENTIST SUPER-WEAPONS

IDENTITY TRANSFERENCE

DISEMBODIED INTELLIGENCE

INTERPLANETARY/INTERSTELLAR HUMAN CIVILIZATION

" " MULTI-RACIAL CIVILIZATION

MINIATURIZATION/ENLARGEMENT Zork 2 SURVIVOR

TRANSMUTATION

TERRA-FORMING

ROCKY RIDING A MOTORCYCLE

August 13, 1985

Feedback from Customer Support
Interactive Fiction

WARRANTY CARDS

GAME

- Best adventure software on the market today. Just fantastic! Z0
- Infocom stories should be on the New **York** Times Book Bestseller list. Z0
- I usually feel very comfortable with Infocom stories, but wish one of the characters in **Cutthroats** had been female. I don't think it would hurt the story and would have been a breakthrough in favor of some of your fans. Z0
- Had trouble with the first try at making a play diskette. Awkward to have to type the game name. Should hint to make AUTOEXEC .BAT file! Z0
- Excellent story. Wish there was more help in the package for us introductory level gamers. Z0
- The packaging is excellent, but the interactive story concept is awesome. Z0
- Great! I've liked all your games except **Cutthroats**. My sister says they're boring but she's never played. What a **geek**! Z0
- Steve M. is the best software designers in the world. **Planetfall** is the best game in the world!!!!!! Infocom rules all!!!!!! Z0
- Congratulations on surviving the software 'slump.' It's quality software that sells, and only quality manufacturers are left. (Thank God!) So when is **Planetfall II** coming out? (We get lots of questions about **Planetfall II**) Z0
- My wife and I have played several of your games. Compared to the other games which we played, we call **Wishbringer** an instant gratification game. Z0
- Packaging great. The stone smells bad. I like the 40/80 column display choice. The story is involving and humorous. Z0
- I really enjoy the new packaging and the fabulous gifts each adventure now comes with. Can't wait to see the new line of games you come out with. Z0
- I was looking for a great game. You brought me my wish with **Wishbringer**. Z0
- I cannot praise it enough! It is definitely the best in my collection of Infocom games. Z0
- The game is miles ahead of the other introductory level game (**Seastalker**). I also recognize Brian Moriarty's Atari roots - the blinking cursor and distinctive key click from analogs 'crash dive.' Z0

WHAT? YOU HAVEN'T PLAYED

PLANETFALL™

Infocom's SF laf klasik.



Infocom, Inc., 55 Wheeler Street, Cambridge, MA 02138
(617) 492-1031

INFOCOM

Manual-Diary-Hintbk

SURVIVOR

1.0 Introduction

After the fall of the Second Galactic Union in 1716 GY, a ten-thousand-year dark age settled upon the galaxy. Interstellar travel was non-existent, and many star systems descended into a near-barbaric state, burning coal and gas for energy, and growing food directly from exposed topsoil.

Now, a Third Galactic Union is finally rising from the ashes of the previous one. Ships of the Stellar Patrol explore the galaxy, searching for human civilizations that are the remnants of the Second Union.

You are a native of Gallium, one of the central worlds of the Third Union. Although it is a powerful political force in the Third Union, Gallium is no garden spot. In fact, Leblingusoid Besnap's preface to "Gallium on Twelve Credits a Day" says "The fascinating truth is not how to travel about Gallium for only twelve credits, but why anyone would want to do it in the first place."

For five generations your family has served in the Stellar Patrol. Your great-great-grandfather was a High Admiral and one of the founding officers of the Patrol. It was taken for granted that when you came of age you would join the Patrol.

Now, one and one-half years after signing up, and two months after being transferred to the S.P.S. Feinstein, you have still attained only the rank of Ensign Seventh Class. Your superior, Ensign First Class Blather, has been making your life miserable. You're beginning to wonder if you're really cut out for the Stellar Patrol...

2.0 Loading "Survivor"

To load "Survivor", follow the instructions on the Reference Card which was included in the game package.

The copyright notice and the release number should appear, followed by a brief introductory passage. You will then see the description of the starting location of the game. Finally, the prompt (>) will appear. If you have finished reading the manual, you are now ready to play "Survivor."

3.0 Rules and Strategies

As an Ensign in the Stellar Patrol of the Third Galactic Union, you never know what dangerous and mystifying events might befall you at any moment. Your instructors have tried to prepare you for these events, but no amount of training can cover every conceivable contingency. It is important to use your wits and your intelligence.

Your training includes a basic understanding of galactic time-keeping standards. The standard galactic day is equivalent to the time it takes for the planet Earth in the Sol system to make one rotation. (Earth, now a backwater world, is generally believed to have been the birthplace of humanity.) Each day is divided into 10 chrons, and each chron is divided into 1000 millichrons. Even an Ensign Seventh Class who flunked Astrogation could deduce that there are ten thousand millichrons in a standard galactic day. Time-keeping is usually done in millichrons, such that early morning would be around 1500 and late evening would be around 8500. In some old-fashioned areas of the galaxy, 5000 is called "noon". And on the administrative moons of Tremain, most bureaucrats hold "2000 to 5500 jobs".

In "Survivor", time is recorded in millichrons. Time will pass only in response to your input. Nothing happens in the story while you are thinking and planning your next move, so you can proceed as slowly and carefully as you choose. Different actions will naturally take different amounts of time to perform. For example, picking something up might only take seven millichrons, while walking down a long hall might take over a hundred millichrons.

"Survivor" keeps track of your score as a rough measure of your progress in the game. Until you can complete the game with a perfect score of 400 points, you might as well resign yourself to holding a bureaucratic 2000 to 5500 job on one of the administrative moons of Tremain.

Your Patrol training has taught you that when you find yourself in an unknown area, you should explore and get to know your surroundings. The best way to move from place to place is to type the direction in which you want to move. You can use all eight compass directions, which can be abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT may also work in certain places. On board a ship, FORE, AFT, PORT, and STARBOARD should be used.

"Survivor" calls each particular location a "room". When you enter a room for the first time, "Survivor" displays the name of the room, a description of the room, and descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, only the name of the room and names of the objects in it are displayed.

The VERBOSE command tells "Survivor" to print the full description of every room and every object each time you see them, not just the first time. The SUPERBRIEF command tells "Survivor" to show only the name of the room, even the first time you enter the room, and not even to mention

objects in the room. When you are in Superbrief mode, you can still get a description of the room and the objects present by typing LOOK or L. The BRIEF command tells "Survivor" to return to the initial mode, in which you receive descriptions only on your first visit to a room.

Another aspect of your Patrol training was in cartography. You learned how important it was to make a map of your surroundings if you find yourself in a strange location. Remember that there are 10 possible directions, plus IN and OUT.

Many objects in the game are important for solving problems. Examine or read every object that seems important. Don't be afraid to try anything; the worst that might happen is that you'll get "killed." You can always start over again, or SAVE your position first. (See the section on restarting and saving.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

>GIVE THE CATERPILLAR TO THE CHRISTMAS TREE MONSTER

The Christmas Tree Monster is revolted by the thought of adorning its branches with a caterpillar.

You have just learned that there is probably something which would be a decoration pleasing to the monster and possibly a solution to a problem.

There are many possible routes to the successful completion of "Survivor". Some problems that you encounter along the way may have more than one solution; others may not need to be solved at all.

It is often helpful to play "Survivor" with another person. Different people find different problems easy, and can often complement each other. As the dual-brained worm beasts of Nebulon are fond of saying, "Two heads are better than one." (The dual-brained worm beasts of Nebulon are a fascinating bunch, with a head on either end of their long worm-like bodies which can often grow to a length of fourteen kiloblops. One legend among spacefarers claims that two ends of the same worm beast once fell in love and got married. It wasn't until they got in a big fight and one head decided to go back home to mother did they realized what had happened. But I digress.)

4.0 Talking to "Survivor"

When you see the prompt (>), "Survivor" is waiting for you to type in your instructions. When you have finished typing in your instructions, press the RETURN key. "Survivor" will respond, and the prompt will reappear.

When you play "Survivor" or any other Interlogic game, you type to it in plain English. You can pretend that all your sentences begin with "I want to...", although you should not type those words explicitly. "Survivor" will

digest your request, and tell you whether what you want to do is possible in the current situation, and whether anything interesting happens as a result.

All words are distinguished by their first six letters, and all subsequent letters are ignored. Therefore, FINGERnail and FINGERprint would look like the same word to "Survivor".

"Survivor" understands many different types of sentences. Here are some examples, using objects or situations that don't actually occur in "Survivor":

TAKE THE SPACESUIT. PUT ON THE SPACESUIT. TAKE THE BROKEN TELESCOPE. GO OUT. DROP THE FURRY ALIEN INTO THE BASKET. WEST. EXAMINE THE LARGE RED MACHINE. PUSH THE FLASHING BUTTON. SHOOT THE FLASHING BUTTON WITH THE RAY GUN. TAKE THE NINE-VOLT POWER CELL. TAKE ALL THE NINE-VOLT POWER CELLS. LOOK UNDER THE TIME MACHINE. READ THE TIME MACHINE INSTRUCTIONS.

You must separate multiple objects of a verb by the word AND or by a comma. For example:

DROP THE SMALL METEOR AND THE BROKEN TELESCOPE. TAKE THE FIVE-VOLT POWER CELL, THE NINE-VOLT CELL, AND THE FORTY-VOLT POWER CELL. PUT THE HYDROGEN PELLET AND THE OXYGEN PELLET IN THE ION DRIVE INPUT HOPPER. THROW THE MONSTER AND THE ALIEN IN THE CAGE.

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following could all be typed on one input line:

TAKE THE RAY GUN. RECHARGE THE RAY GUN. NE. SHOOT THE LOCK WITH THE RAY GUN THEN OPEN THE DOOR

There are only two kinds of questions that "Survivor" understands. The first is WHAT IS (something) and the other is WHERE IS (something). For example:

WHERE IS THE MALFUNCTIONING HOVERCRAFT? WHAT IS A GRUE?

You will meet other humans and aliens as you play "Survivor". You can talk to these characters by typing their name, followed by a comma, followed by what you want to say to them. For example:

DOCTOR, GIVE ME THE ARTIFICIAL LEG. ADMIRAL, FOLLOW ME. MIKE, KILL THE ALIEN. GURTHARK, OPEN THE CONTROL BOX THEN FIRE THE ROCKETS.

"Survivor" tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, "Survivor" will sometimes decide that there was only one possible object you could have meant. When it does so, it will tell you. For example:

>UNLOCK THE DOOR
 (with the key)
 The door is now unlocked.

If your sentence is ambiguous, "Survivor" will ask what you really meant. Most such questions can be answered briefly. For example:

>TURN THE AIRLOCK CONTROL
 What do you want to turn the airlock control with?
 >THE CROWBAR
 The airlock door opens.

>SHOOT THE ALIEN WITH THE RAY GUN
 Which ray gun do you mean, the Arcturian ray gun or the Rigellian ray gun?
 >RIGELLIAN
 The rays bounce harmlessly off the alien's Rigellian-ray-gun-proof vest.

"Survivor" uses many more words than it will accept in your inputs. "Survivor" has a vocabulary of hundreds of words, nearly all the words that you are likely to use when conversing with "Survivor". However, descriptions of rooms, objects, or events may use words that "Survivor" couldn't possibly digest. These words are used only to enhance your mental imagery, and are not necessary for you to use to complete the game.

Completely mystifying sentences will cause "Survivor" to complain in one way or another. (See the Appendix for an explanation of these complaints.) After making the complaint, "Survivor" will ignore the rest of the input line. Unusual events, such as being attacked, will also make "Survivor" ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

5.0 Restarting and Saving "Survivor"

If you want to stop playing, and never return to this particular position again, type QUIT. "Survivor" will ask you if you really want to leave the game. Type Y for yes.

If you want to start over from the beginning, type RESTART. Once again, "Survivor" will ask to make sure that this is really what you want to do.

If you want to stop for now, but continue from this same position at a later point, you should use the SAVE command. Since it takes many hours to complete "Survivor", you will almost certainly not finish it in one sitting. By using the SAVE command, you can continue playing at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your

position before you try something dangerous or tricky. You can then return to the SAVED point, even if you have gotten "killed" or lost since that point. To save a game position, just type SAVE at the game prompt (>) and then follow the instructions on your Reference Card. Remember that some systems require a blank disk for storage.

When you want to continue playing from where you made a SAVE, follow the RESTORE procedure. You can RESTORE any SAVED snapshot of your position at any time during play. When the prompt (>) appears, just type RESTORE and follow the instructions on your Reference Card. You can then continue playing from your RESTORED position. You can type LOOK to get a description of where you are.

6.0 Important Commands

To simplify your adventuring, you may order "Survivor" to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN - "Survivor" will usually respond as if you had repeated your previous sentence.

BRIEF - This commands "Survivor" to describe fully only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by displaying the room name and the object names only. This is the initial mode of the game.

DIAGNOSE - "Survivor" will give you a brief medical report about your condition. You will also find out if you are tired or hungry.

INVENTORY - This will give you a list of all the items that you are carrying or wearing. You may abbreviate INVENTORY by typing I.

LOOK - "Survivor" will describe your surroundings in detail. You may abbreviate LOOK to L.

QUIT - This gives you the option to quit playing. If you want to SAVE your position first, read the instructions for doing so. QUIT may be shortened to Q.

RESTART - This ends the game and starts it over from the beginning.

RESTORE - Restores a game position made using the SAVE command.

SAVE - Saves a game position onto your storage diskette.

SCORE - "Survivor" will tell you your current score, and a ranking which is

based on that score. You will also be told the current standard galactic time, and how many standard galactic days have elapsed since your adventure began.

SCRIPT - This command will tell your printer to start making a transcript of the game as you play. It is not available on every system.

SUPERBRIEF - This command tells "Survivor" to show you only the name of the room you have entered, and no other information.

TYPE (something) - As you play "Survivor" you may encounter keyboards for inputting data. To do so, just type TYPE, followed by the word or number that you want to input. For example TYPE YES or TYPE 100.

UNSCRIPT - This command tells your printer to stop making a transcript.

VERBOSE - This command tells "Survivor" to show you a full description of the room and the objects in it whenever you enter a room. See BRIEF and SUPERBRIEF.

VERSION - This will give you the Release number and the Serial number of your version of "Survivor."

WAIT - This command causes time in the game to pass. Normally, between your moves, no time is passing as far as "Survivor" is concerned. You could leave the computer, scrub a deck, travel to seven distant star systems, and return to the game to find that nothing has changed. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. WAIT will usually cause 40 millichrons to pass by.

Other useful words and phrases: TAKE, DROP, EAT, DRINK, EXAMINE, TURN ON, TURN OFF, PUSH, PULL, ATTACK, SLEEP. There are many more.

7.0 Appendix

"Survivor" responses: "Survivor" will tell you when it can't digest your input, or if it wants you to clarify your instruction. Some of the common responses are:

- * I DON'T KNOW THE WORD "[your word]". The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be understood. If not, you can usually be sure that the word isn't important in your playing of the game.
- * I CAN'T USE THE WORD "[your word]" HERE. "Survivor" knows your word, but cannot understand it the way it appears in your input. It may be that

"Survivor" uses the word as a different part of speech. For example, you may be using LIGHT as a noun (as in "turn on the light"), but "Survivor" knows LIGHT only as a verb (as in "light the lamp"). Or, it is possible that your sentence made no sense at all: "Open the take," for example.

- * THERE IS A NOUN MISSING IN THAT SENTENCE. This usually indicates an incomplete sentence, such as "Eat the red" or "Put the bomb in the", where "Survivor" expected another noun but couldn't find one.
- * TOO MANY NOUN CLAUSES. An example is: "Shoot the alien in the bed with the ray gun." A valid "Survivor" sentence has, at most, one direct object and one indirect object.
- * BEG PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN key on your keyboard.
- * I CAN'T SEE ANY [object] HERE. The object you referred to was not accessible to you.
- * MULTIPLE OBJECTS CANNOT BE USED WITH "[your verb]". It is legal for you to use multiple objects (that is, nouns or noun phrases separated by AND or a comma) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT.
- * I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that was gibberish, at least as far as "Survivor" was concerned. You might try rephrasing the sentence.

Command summary: The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations of these commands, see the section entitled IMPORTANT COMMANDS.)

- * AGAIN
- * BRIEF
- * DIAGNOSE
- * INVENTORY or I
- * LOOK or L
- * QUIT or Q
- * RESTART
- * RESTORE
- * SAVE
- * SCORE
- * SCRIPT

- * SUPERBRIEF
- * TYPE
- * UNSCRIPT
- * VERBOSE
- * VERSION
- * WAIT

Sentence syntax:

- * A "Survivor" sentence must contain at least a verb or a command (e.g. INVENTORY).
- * Multiple objects of the verb must be separated by the word AND or a comma.
- * Several sentences typed on the same input line must be separated by a period or the word THEN. A period is not needed at the end of the line of input.
- * Only two kinds of questions may be asked: WHAT and WHERE.
- * For the shortest abbreviation of directions, use N (NORTH), S (SOUTH), E (EAST), W (WEST), NE (NORTHEAST), SE (SOUTHEAST), NW (NORTHWEST), SW (SOUTHWEST), U (UP), and D (DOWN). Aboard a ship, you may want to use F (FORE), AFT, P (PORT), and SB (STARBOARD). IN and OUT may also be helpful.

8.0 We're Never Satisfied

Here at Infocom, we spend month after month scrutinizing our games for errors, honing them to perfection, forcing them on hordes of terrorized game testers, and chanting the death scene from "Carmen."

Even after the marketing division storms the building, gasses the game development offices, and tears the game disks from our fingers, we continue striving to perfect our games. If you've found a bug, or noticed a little inconsistency in a description, or thought a problem was too hard or too easy, or just have some interesting comments about the game, we'd love to hear about it. Just mail it to:

Infocom Inc.
55 Wheeler Street
Cambridge, MA 02138

Attn: Floyd

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom
Title: Planetfall packaging

Date: 5/16/83
Number: INF3-203

MANUAL COPY

(Front cover)

Boldly going where angels fear to tread.

LIFE IN THE STELLAR PATROL

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(Pages 2-3)

The Patrol's looking for a few good organisms.

(Copy)

If you're like most young people, you're probably doing a lot of wondering about what you should do with your future. You feel grown up and you're ready to make something out of yourself. You've been dreaming of the chance to go places and do things you just can't do at home. Well, the Stellar Patrol thinks you deserve your chance, and we've got a place in our outfit for dreamers like you.

But it takes more than dreams to make it in the Patrol. You've got to be tough. Disciplined. Blindly loyal. We need the kind of soldier whose whole vocabulary consists of the word "Yessir"--and who's proud of it.

Stellar Patrol Basic Training will teach you to be all these things and more. We guarantee we'll make a man out of you--and that goes for you women and aliens, too, because the Patrol's an Equal Opportunity Employer. So if you're ready to see just how far your dreams can take you, here's the place to start.

(Subhead)

Loading PLANETFALL

(Copy)

To load PLANETFALL, follow the instructions on your Reference Card. (It's included in the game package.)

The copyright notice and the release number should appear, followed by a brief introductory passage. Next you'll see the description of the starting location of the game. Finally, the prompt (>) will appear. If you have finished reading the manual, you are now ready to play PLANETFALL.

(Subhead)

Talking to PLANETFALL

(Copy)

When you see the prompt (>), PLANETFALL is waiting for you to type in your instructions. When you have finished doing so, press the RETURN key. PLANETFALL will respond, and the prompt will appear.

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When you play PLANETFALL (or any other game in INTERLOGIC Prose), you type it in plain English. You can pretend that all your sentences begin with "I want to . . . ," although you should not type those words explicitly. PLANETFALL will digest your request, and tell you whether what you want to do is possible in the current situation, and whether anything interesting happens as a result.

All words are distinguished by their first six letters, and all subsequent letters are ignored. Therefore, FINGERnail and FINGERprint would look like the same word to PLANETFALL.

Simple English Sentences ((bold)). PLANETFALL understands many different types of sentences. Here are some examples, using objects or situations that don't actually occur in PLANETFALL:

TAKE THE SPACESUIT. PUT ON THE SPACESUIT. TAKE THE BROKEN TELESCOPE. GO OUT. DROP THE FURRY ALIEN INTO THE BASKET. WEST. EXAMINE THE LARGE RED MACHINE. PUSH THE FLASHING BUTTON. SHOOT THE FLASHING BUTTON WITH THE RAY GUN. TAKE THE NINE-VOLT POWER CELL. TAKE ALL THE NINE-VOLT POWER CELLS. LOOK UNDER THE TIME MACHINE. READ THE TIME MACHINE INSTRUCTIONS.

Complicated English Sentences ((bold)). You must separate multiple objects of a verb by the word AND or by a comma. For example:

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DROP THE SMALL METEOR AND THE BROKEN TELESCOPE. TAKE THE FIVE-VOLT POWER CELL, THE NINE-VOLT POWER CELL, AND THE FORTY-VOLT POWER CELL. PUT THE HYDROGEN PELLETT AND THE OXYGEN PELLETT IN THE ION DRIVE INPUT HOPPER. THROW THE MONSTER AND THE ALIEN IN THE CAGE.

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following could all be typed on one input line:

TAKE THE RAY GUN. RECHARGE THE RAY GUN. NE. SHOOT THE LOCK WITH THE RAY GUN THEN OPEN THE DOOR.

Alien sentences ((bold)). Completely mystifying sentences will cause PLANETFALL to complain in one way or another. (See the Appendix, page 7, for an explanation of these complaints.) After making the complaint, PLANETFALL will ignore the rest of the input line. Unusual events, such as being attacked, will also make PLANETFALL ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

How to Ask the Right Questions ((bold)). There are only two kinds of questions that PLANETFALL understands. The first is WHAT IS (something), and the other is WHERE IS (something). To wit:

WHERE IS THE MALFUNCTIONING HOVERCRAFT? WHAT IS A GRUE?

(For more on sentence construction, see "Sentence Syntax" in the Appendix, page 7.)

Communicating with Humans and Other Strange Creatures ((bold)). In the course of playing PLANETFALL, you will meet humans and aliens. You can talk to these characters by typing the individual's name, followed by a comma, followed by whatever you want to say to him, her, or it, i.e.:

DOCTOR, GIVE ME THE ARTIFICIAL LEG. ADMIRAL, FOLLOW ME. MIKE, KILL THE ALIEN. GURTHARK, OPEN THE CONTROL BOX THEN FIRE THE ROCKETS.

What to Do When PLANETFALL Talks Back ((bold)). PLANETFALL tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, PLANETFALL will sometimes decide that there was only one possible object you could have meant. For instance:

>UNLOCK THE DOOR

(with the key)

The door is now unlocked.

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If your sentence is ambiguous, PLANETFALL will ask what you really meant.
Most such questions can be answered briefly. For example:

>TURN THE AIRLOCK CONTROL

What do you want to turn the airlock control with?

>THE CROWBAR

The airlock door opens.

>SHOOT THE ALIEN WITH THE RAY GUN

Which ray gun do you mean, the Arcturian ray gun or the Rigellian ray gun?

>RIGELLIAN

The rays bounce harmlessly off the alien's Riggelian-ray-gun-proof vest.

PLANETFALL uses many more words than it will accept in your inputs.

PLANETFALL has a vocabulary of hundreds of words, including nearly all the words that you are likely to use in playing the game (curses excepted).

However, descriptions of rooms, objects, or events may use words that

PLANETFALL couldn't possibly digest. These words are used only to enhance your mental imagery, and are not necessary for you to use to complete the game.

(Subhead)

RESTARTING, SAVING, RESTORING, AND QUITTING WITH HONOR AND DIGNITY

(Copy)

If you want to start over from the beginning, type RESTART. PLANETFALL will ask to make sure that this is really what you want to do.

If you want to stop for now, but continue from your present position at a later point, you should use the SAVE command. Since it takes many hours to complete PLANETFALL, you will almost certainly not finish it in one sitting. By using the SAVE command, you can continue playing at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you try something dangerous or tricky. You can then return to the SAVED point, even if you have gotten "killed" or lost since that point. To save a game position, just type SAVE at the game prompt (>) and then follow the instructions on your Reference Card. Remember that some systems require a blank disk for storage.

When you want to continue playing from where you made a SAVE, follow the

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RESTORE procedure. You can RESTORE any SAVED snapshot of your position at any time during play. When the prompt (>) appears, just type RESTORE and follow the instructions on your Reference Card. You can then continue playing from your RESTORED position. You can type LOOK to get a description of where you are.

If you want to stop playing, and have no desire to save your position for future use, type QUIT. Once again, PLANETFALL will ask you if you really want to leave the game. Type Y for YES.

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(Pages 4-5)

Learn valuable skills and see the Galaxy.

(Copy)

Sure, you'll get a paycheck in the Patrol. But thirty-two credits, new underwear, and a pack of chewing gun every month isn't all you'll get out of it. You'll also be traveling to distant worlds you'd never imagined existed. Earning the respect of your friends and family. And acquiring outstanding technical training that can get you a good job in later life. Here are just a few of the valuable skills you can learn in the Patrol.

How to Watch the Clock ((bold)). Ever since the Galaxy switched over to Metric Standard Time, the recognized basic unit of time has been the millichron. One thousand millichrons make up one chron, and the standard galactic day is divided into ten chrons, so mathematicians everywhere will rejoice to know that there are ten thousand millichrons in a day. (The standard galactic day, by the way, is equivalent to the time it takes for the planet Earth to make one rotation. Earth, a backwater world in the Sol System, is generally believed to be the birthplace of humanity.)

Since time is usually kept in millichrons, early morning occurs around 1500

and late evening comes at 8500 or so. In some old-fashioned parts of the galaxy, 5000 is called "noon." And on the administrative moons of Tremain, most bureaucrats hold "2000 to 5500 jobs."

In PLANETFALL, time will pass only in response to your input. Nothing happens in the story while you are thinking and planning your next move, so you can proceed as slowly and carefully as you choose. Different actions will take different amounts of time to perform. For example, picking something up might take only seven millichrons, whereas walking down a long hall can take upwards of a hundred millichrons.

Knowing the Score ((bold)). PLANETFALL keeps track of your score as a rough measure of your progress in the game. Until you can complete the game with a perfect score of 400 points, you may as well resign yourself to holding a bureaucratic 2000 to 5500 job on one of the administrative moons of Tremain.

Which Way Is Up ((bold)). When you find yourself in an unknown area, you should explore and get to know your surroundings. It is also a wise idea to make a map of the location.

The best way to move from place to place is to type the direction in which you want to move. You can use all eight compass directions, which can be

abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT may also work in certain places. On board a ship, FORE, AFT, PORT, and STARBOARD should be used.

Finding Out Where the Heck You Are ((bold)). PLANETFALL calls each particular location a room. When you enter a room for the first time PLANETFALL displays the name of the room, a description of the room, and descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, only the name of the room and names of the objects in it are displayed.

The VERBOSE command tells PLANETFALL to print the full description of every room and every object each time you see them, not just the first time. The SUPERBRIEF command tells PLANETFALL to show only the name of the room, even the first time you enter the room, and not even to mention objects in the room. When you are in Superbrief mode, you can still get a description of the room and the objects present by typing LOOK or L. The BRIEF command tells PLANETFALL to return to the initial mode, in which you receive descriptions only on your first visit to a room.

Miscellaneous Tactics for Winning and/or Getting Killed ((bold)). There are many possible routes to the successful completion of PLANETFALL. Some

problems that you encounter along the way have more than one solution; others may not need to be solved at all.

Many objects in the game are important for solving problems. Examine or read every object that seems important. Don't be afraid to try anything; the worst that might happen is that you'd get "killed." You can always start over again, or SAVE your position first. (See "Restarting, Saving . . .," page 3.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

>GIVE THE CATERPILLAR TO THE CHRISTMAS TREE MONSTER

The Christmas Tree Monster is revolted by the thought of adorning its branches with a caterpillar.

You have just learned that there is probably something which would be a decoration pleasing to the monster and possibly a solution to a problem.

The Importance of the Buddy System ((bold)). It is often helpful to play PLANETFALL with another person. Different people find different problems easy, and can often complement each other. As the dual-brained worm beasts of Nebulon are fond of saying, "Two heads are better than one." (The dual-brained worm beasts of Nebulon are a fascinating bunch, with a head on

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either end of their long worm-like bodies which can often grow to a length of fourteen kiloblops. One legend among spacefarers claims that two ends of the same worm beast once fell in love and got married. It wasn't until they got in a big fight and one head decided to go back home to mother that they realized what had happened.

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(Pages 6-7)

Take command of your tomorrow today.

(Copy)

You may start out at the bottom as an Ensign 7th, but you won't have to stay that way for long. Because there's plenty of opportunity for advancement in the Patrol for those who live up to our motto of "Boldly Going Where Angels Fear to Tread."

As a proud member of the Stellar Patrol, you'll be helping to carry the Third Union's peaceful message of benevolent central bureaucraticism to the thousands of worlds lost after the Second Collapse. It takes grit and courage as well as wisdom to be such a messenger. For while most civilized planets can be brought into the fold via a routine ambassadorial mission, certain worlds require further clarification of our message. In such cases, it's the job of the Patrol to step in, firmly plant its heel, and take charge of the situation. If you have what it takes to lead a Patrol expedition, that heel could be you. Here's a sample of the kind of command decisions you may be making.

(Subhead)

Important Commands

(Copy)

To simplify your adventuring, you may order PLANETFALL to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN--PLANETFALL will usually respond as if you had repeated your previous sentence.

BRIEF--This commands PLANETFALL to describe fully only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by displaying the room name and the object names only. This is the initial mode of the game.

DIAGNOSE--PLANETFALL will give you a brief medical report about your condition. You will also find out if you are tired or hungry.

INVENTORY--This will give a list of all the items that you are carrying or wearing. You may abbreviate INVENTORY by typing I.

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LOOK--PLANETFALL will describe your surroundings in detail. You may abbreviate LOOK to L.

QUIT--This gives you the option to quit playing. If you want to SAVE your position first, read the instruction for doing so. QUIT may be shortened to Q.

RESTART--This ends the game and starts it over from the beginning.

RESTORE--Restores a game position made using the SAVE command.

SAVE--Saves a game position onto your storage diskette.

SCORE--PLANETFALL will tell you your current score, and a ranking which is based on that score. You will also be told the current standard galactic time, and how many standard galactic days have elapsed since your adventure began.

SCRIPT--This command will tell your printer to start making a transcript of the game as you play. It is not available on every system.

SUPERBRIEF--This command tells PLANETFALL to show you only the name of the room you have entered, and no other information.

TIME--This will give the current time within the game. It is useful for those versions which have no status line.

TYPE (something)--As you play PLANETFALL you may encounter keyboards for inputting data. To do so, just type TYPE, followed by the word or number that you want to input. For example TYPE YES or TYPE 100.

UNSCRIPT--This command tells your printer to stop making a transcript.

VERBOSE--This command tells PLANETFALL to show you a full description of the room and the objects in it whenever you enter a room. See BRIEF and SUPERBRIEF.

VERSION--This will give you the Release number and the Serial number of your version of PLANETFALL.

WAIT--This command causes time in the game to pass. Normally, between your moves, no time is passing as far as PLANETFALL is concerned. You could leave the computer, scrub a deck, travel to seven distant star systems, and return to the game to find that nothing has changed. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. WAIT will usually cause 40 millichrons to pass by.

There are many other useful words and phrases, including: TAKE, DROP, EAT, DRINK, EXAMINE, TURN ON, TURN OFF, PUSH, PULL, ATTACK, SLEEP. For a more

complete (but by no means exhaustive) listing, please see the Command Summary on the back cover of this manual.

(Subhead)

Appendix

(Copy)

PLANETFALL's Responses ((bold)). PLANETFALL will sometimes talk back to you in order to tell you when it can't digest your input, or if it wants you to clarify your instruction. Some of the common PLANETFALL responses are:

I DON'T KNOW THE WORD (your word). The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will help here. If not, you can usually be sure that the word isn't important in your playing of the game.

I CAN'T USE THE WORD (your word) HERE. PLANETFALL knows your word, but cannot understand it the way it appears in your input. It may be that PLANETFALL uses the word as a different part of speech. For example, you may be using LIGHT as a noun (as in "turn on the light"), but PLANETFALL knows LIGHT only as a verb (as in "light the lamp"). Or it is possible that your sentence made no sense at all: "Open the take," for example.

THERE IS A NOUN MISSING IN THAT SENTENCE. This usually indicates an incomplete sentence, such as "Eat the red" or "Put the bomb in the," where PLANETFALL expected another noun but couldn't find one.

TOO MANY NOUN CLAUSES. An example is: "Shoot the alien in the bed with the ray gun." A valid PLANETFALL sentence has, at most, one direct object and one indirect object.

BEG PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN key on your keyboard.

I CAN'T SEE ANY (object) HERE. The object you referred to was not accessible to you.

MULTIPLE OBJECTS CANNOT BE USED WITH (your verb). It is legal for you to use multiple objects (that is, nouns or noun phrases separated by AND or a comma) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT.

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that was gibberish, at least as far as PLANETFALL was concerned. You might try rephrasing the sentence.

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Sentence Syntax ((bold)). Here are a few helpful tips on constructing sentences that PLANETFALL can understand.

A PLANETFALL sentence must contain at least a verb or a command (e.g. INVENTORY).

Multiple objects of the verb must be separated by the word AND or a comma.

Several sentences typed on the same input line must be separated by a period or the word THEN. A period is not needed at the end of the line of input.

Only two kinds of questions may be asked: WHAT and WHERE.

For the shortest abbreviation of directions, use N (NORTH), S (SOUTH), E (EAST), W (WEST), NE (NORTHEAST), SE (SOUTHEAST), NW (NORTHWEST), SW (SOUTHWEST), U (UP), and D (DOWN). Aboard a ship, you may want to use F (FORE), AFT, P (PORT), AND SB (STARBOARD). IN and OUT may also be helpful.

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(Back cover)

Be part of a legacy that lives on

(Copy)

Upon joining the Patrol, you may be amazed to learn the true vastness of our military might. But it came as no surprise to one man: Steven Eric Moretsky (now known as Morescu, the Bearded Oracle of Yonkers), who wrote of the present-day galaxy with astounding precision nearly 100 centuries ago, in his visionary tale, PLANETFALL. But that was only the beginning of his accomplishments, and today this poet-prophet is considered a role model for all good Stellar Patrolmen.

You have probably heard of artists who become absorbed in their work. This happened to Morescu in quite a literal sense. For as he wrought one day at his computer keyboard and watched PLANETFALL's premonitory universe unfolding, he felt himself being drawn into the scene. Before he was able to resist, his body and soul flowed into the screen, and he vanished forever from the year 1983 A.D.

Morescu awoke to find himself in a veritable 114th Century Garden of Eden known as Paradisio-Delta. The natives, seeing this being who had materialized so mysteriously on their planet, instantly began worshipping

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him as their god. From their kow-towing midst, an angelically charming young alien beckoned to the transported prophet and, scattering rose petals before him, led him off to see the principal attractions of his newfound realm. Here Morescu saw swords being turned into ploughshares; there the lion laid down with the lamb; and everywhere the Paradisio-Deltans worked and played together in love and harmony for the common good. When the tour at last ended, Morescu turned to his beautiful guide and asked, "What do you people do around here for pepperoni pizza?"

For months thereafter, the prophet strived to arrange a return trip through time, but finally gave up the project as futile. He has since turned his energies to the project of bringing the boons of civilization to this benighted race. Today, as the oldest man in the universe, he still rules over

his planet, which he has renamed "The Big M's Sector III CondoWorld". Rising on the site of the former mystic tribal worship grounds is Stevie Mondo's Sequin City Discotheque. Where once the Olive Grove of Peace offered shade and sanctuary to the weary traveler, now stands Bonanza Moretsky's Pepper Steak Palace. And he surveys his kingdom, the Great Morescu wipes a sentimental tear from his eye and realizes, at last he is home again.

Corrections for the manual copy - 5/19/83

One global problem: Will it be completely clear to people that this is the manual on how to play Planetfall? And if not, can anything be done about it?

Page 1: "LIFE IN THE STELLAR PATROL" should be "TODAY'S STELLAR PATROL"

Page 2: This one's not too important, but in order to be an exact copy of the real slogan, shouldn't it be "The Patrol Is Looking..." rather than "The Patrol's Looking..."? I'm not sure, but we should try to imitate it as closely as possible.

Page 2 or 3: Somewhere around here I'd like to see a few paragraphs of galactic history leading up to the time of Planetfall, to replace the Introduction of my original manual. I've put some of the personal items about Gallium into the diary, but obviously the galactic history doesn't belong there. It should go something like this:

After the fall of the Second Galactic Union in 1716 GY, a ten-thousand-year dark age settled upon the galaxy. Interstellar travel was non-existent, and many star systems descended into states of near-barbarism, burning coal and fossil fuels for energy, and growing food directly from exposed topsoil.

Now, a Third Galactic Union is finally rising from the ashes of the previous one. The Third Union was formed by the Great Treaty of 11,203 GY between the empires of Tremain and Gallium, with Tremain being established as the capital of the Union. Ships of the Stellar Patrol explore the galaxy, searching for the human civilizations that are the remnants of the Second Union.

Page 4: The first sentence on the page makes no sense -- what does "it" refer to? How about "...you type your input in plain English."

Speaking of "plain English"...how about we change English to Galalanguan in all occurrences, since that's what it's called in Planetfall, with a footnote or paranthetical note explaining to people in backwater areas that this means English.

Page 5: Add after the first Alien Sentences paragraph:

Note that PLANETFALL will not accept words typed in the corrupt or dialectical Galalanguan found on some distant planets. You must use only standard Galalangua. For example, a Ramosian farmer playing PLANETFALL (an unlikely occurrence) might type "Handen meef demmer ive-ree-keez", but the game would only understand "Give me the piano."

Page 7: One "g" in "Rigellian".

Page 11: A perfect Score is now 80 points, not 400. Also, can the impor-

tance of mapping be a little more emphasized?

Page 14: Close paratheses at end of page.

Page 15: Change "Second Collapse" to "Great Collapse". Also, this would be a nice place to stick in the 600-forms-in-triplicate reference, which I removed from the diary.

Page 16: Add to AGAIN "This may be abbreviated to G."

Page 18: Change last sentence in WAIT to "WAIT will usually cause 40 millichrons to pass by, and may be abbreviated to T."

Page 18 thru 9: The Command Summary is not more complete. It only includes those commands mentioned in the Important Commands section. And speaking of the Comman Summary, I couldn't find it in the manual copy anywhere.

Final addition: Some form of the "We're never satisfied" section of my original manual must be included. I definitely want the address to include "Attn: Floyd."

(Back cover)

Be part of a legacy that lives on

(Copy)

Upon joining the Pătrol, you may be amazed to learn the true vastness of our military might. But it came as no surprise to one man: S. Eric Meretzky (now known as Morescu, the Bearded Oracle of Yonkers), who wrote of the present-day galaxy with astounding precision nearly 100 centuries ago, in his visionary tale, PLANETFALL. But that was only the beginning of his accomplishments, and today this poet-prophet is considered a role model for all good Stellar Patrolmen.

You have probably heard of artists who become absorbed in their work. This happened to Morescu in quite a literal sense. For as he wrought one day at his computer terminal, living the life of Riley and chanting the death scene from Carmen, and watching PLANETFALL's premonitory universe unfolding, he felt the prose plugging right into his brain. Before he could resist, his body and soul flowed into the screen, and he vanished forever from the year 1983 A.D.

Morescu awoke to find himself in a veritable 114th Century Garden of Eden known as Paradisio-Delta. The natives, seeing this being materialize so mysteriously in their midst, instantly began worshipping him as their god. From their kowtowing throngs, an angelically charming young alien beckoned to

the transported prophet and, scattering rose petals before him, led him off to see the principal attractions of his newfound realm. Morescu saw swords being turned into plowshares, the lion lying down with the lamb, and Paradisio-Deltans working together in love and harmony for the common good. When the tour at last ended, Morescu turned to his beautiful guide and asked, "Where can I get a good pepperoni pizza?"

For months thereafter, the prophet strived to arrange a return trip through time, but finally gave up. He has since turned his energies to bringing the boons of civilization to this benighted race. Today, as the oldest man in the universe, he stills rules over his planet, now renamed "The Big M's Super-Deluxe CondoWorld." Rising on the site of the former mystic tribal worship grounds is Stevie Mondo's Sequin City Discotheque. The idyllic Park of Eternal Rest is now lit by the neon signs of Morescu's Blue Jeans Botique. And where once the Olive Grove of Peace offered shade and sanctuary to the weary traveller, now stands Bonanza Meretzky's Pepper Steak Emporium. As he survey's his kingdom, the Great Morescu wipes a sentimental tear from his eye and realizes that at last he is home again.

Proof & Comments?

- sam

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client:	Infocom	Date:	5/27/83
Title:	Planetfall packaging	Number:	INF3-203 R1

MANUAL COPY

(Front cover)

Boldly going where angels fear to tread.

TODAY'S STELLAR PATROL

Yow! I'm having fun!

Mark.

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(Pages 2-3)

The Patrol's looking for a few good organisms.

(Copy)

When the Third Galactic Union was formed by the Great Treaty of 11,203 GY between the empires of Tremain and Gallium, an order went forth from the capital on Tremain that a great armada be formed. Thus was the Stellar Patrol born, and our mission ever since has been to explore the Galaxy, to seek out such remnants of human civilization as have managed to survive the Second Union's collapse and the Dark Age that followed--in short, to "Boldly Go Where Angels Fear to Tread."

If you are the kind of organism who can stare 10,000 years of darkness straight in the eye without flinching . . . if you can stand up to the horrors of star systems descended to near-barbarism, where interstellar travel is non-existent, where human beings actually burn fossil fuels for energy, and have even been known to grow food directly from exposed topsoil . . . then you may just have what it takes to be part of our proud tradition.

But you've got to be tough. Disciplined. Blindly loyal. We need the kind

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of soldier whose whole vocabulary consists of the word "Yessir"--and who's proud of it. So if you're the type of organism we're looking for, here's a great place to start.

(Subhead)

Loading PLANETFALL

(Copy)

To load PLANETFALL, follow the instructions on your Reference Card. (It's included in the game package.)

The copyright notice and the release number should appear, followed by a brief introductory passage. Next you'll see the description of the starting location of the game. Finally, the prompt (>) will appear. If you have finished reading the manual, you are now ready to play PLANETFALL.

(Subhead)

Talking to PLANETFALL

(Copy)

When you see the prompt (>), PLANETFALL is waiting for you to type in your instructions. When you have finished doing so, press the RETURN key.

PLANETFALL will respond, and the prompt will appear.

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When you play PLANETFALL, or any other game in INTERLOGIC Prose, you type your input in plain Galalinguan (still referred to as "English" in certain backwater areas of the Galaxy). You can pretend that all your sentences begin with "I want to . . . ," although you should not type those words explicitly. PLANETFALL will digest your request, and tell you whether what you want to do is possible in the current situation, and whether anything interesting happens as a result.

All words are distinguished by their first six letters, and all subsequent letters are ignored. Therefore, FINGERnail and FINGERprint would look like the same word to PLANETFALL.

Simple Sentences ((bold)). PLANETFALL understands many different types of sentences. Here are some examples, using objects or situations that don't actually occur in PLANETFALL:

TAKE THE SPACESUIT. PUT ON THE SPACESUIT. TAKE THE BROKEN TELESCOPE. GO OUT. DROP THE FURRY ALIEN INTO THE BASKET. WEST. EXAMINE THE LARGE RED MACHINE. PUSH THE FLASHING BUTTON. SHOOT THE FLASHING BUTTON WITH THE RAY GUN. TAKE THE NINE-VOLT POWER CELL. TAKE ALL THE NINE-VOLT POWER CELLS. LOOK UNDER THE TIME MACHINE. READ THE TIME MACHINE INSTRUCTIONS.

Complicated Sentences ((bold)). You must separate multiple objects of a verb by the word AND or by a comma. For example:

DROP THE SMALL METEOR AND THE BROKEN TELESCOPE. TAKE THE FIVE-VOLT POWER CELL, THE NINE-VOLT POWER CELL, AND THE FORTY-VOLT POWER CELL. PUT THE HYDROGEN PELLETT AND THE OXYGEN PELLETT IN THE ION DRIVE INPUT HOPPER. THROW THE MONSTER AND THE ALIEN IN THE CAGE.

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following could all be typed on one input line:

TAKE THE RAY GUN. RECHARGE THE RAY GUN. NE. SHOOT THE LOCK WITH THE RAY GUN THEN OPEN THE DOOR.

Alien sentences ((bold)). Completely mystifying sentences will cause PLANETFALL to complain in one way or another. (See the Appendix, page 7, for an explanation of these complaints.) After making the complaint, PLANETFALL will ignore the rest of the input line. Unusual events, such as being attacked, will also make PLANETFALL ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

Note that PLANETFALL will not accept words typed in the corrupt or dialectal Galalingua found on some distant planets. You must use only standard Galalingua. For example, a Ramosian farmer playing PLANETFALL (an unlikely occurrence) might type "Handen meef demmer ive-ree-keez," but the game would only understand "Give me the piano."

How to Ask the Right Questions ((bold)). There are only two kinds of questions that PLANETFALL understands. The first is WHAT IS (something), and the other is WHERE IS (something). To wit:

WHERE IS THE MALFUNCTIONING HOVERCRAFT? WHAT IS A GRUE?

(For more on sentence construction, see "Sentence Syntax" in the Appendix, page 7.)

Communicating with Humans and Other Strange Creatures ((bold)). In the course of playing PLANETFALL, you will meet humans and aliens. You can talk to these characters by typing the individual's name, followed by a comma, followed by whatever you want to say to him, her, or it, i.e.:

DOCTOR, GIVE ME THE ARTIFICIAL LEG. ADMIRAL, FOLLOW ME. MIKE, KILL THE ALIEN. GURTHARK, OPEN THE CONTROL BOX THEN FIRE THE ROCKETS.

What to Do When PLANETFALL Talks Back ((bold)). PLANETFALL tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, PLANETFALL will sometimes decide that there was only one possible object you could have meant. For instance:

>UNLOCK THE DOOR

(with the key)

The door is now unlocked.

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If your sentence is ambiguous, PLANETFALL will ask what you really meant.

Most such questions can be answered briefly. For example:

>TURN THE AIRLOCK CONTROL

What do you want to turn the airlock control with?

>THE CROWBAR

The airlock door opens.

>SHOOT THE ALIEN WITH THE RAY GUN

Which ray gun do you mean, the Arcturian ray gun or the Rigellian ray gun?

>RIGELLIAN

The rays bounce harmlessly off the alien's Rigellian-ray-gun-proof vest.

PLANETFALL uses many more words than it will accept in your inputs.

PLANETFALL has a vocabulary of hundreds of words, including nearly all the words that you are likely to use in playing the game (curses excepted).

However, descriptions of rooms, objects, or events may use words that

PLANETFALL couldn't possibly digest. These words are used only to enhance your mental imagery, and are not necessary for you to use to complete the game.

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RESTORE procedure. You can RESTORE any SAVED snapshot of your position at any time during play. When the prompt (>) appears, just type RESTORE and follow the instructions on your Reference Card. You can then continue playing from your RESTORED position. You can type LOOK to get a description of where you are.

If you want to stop playing, and have no desire to save your position for future use, type QUIT. Once again, PLANETFALL will ask you if you really want to leave the game. Type Y for YES.

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(Pages 4-5)

Learn valuable skills and see the Galaxy.

(Copy)

Sure, you'll get a paycheck in the Patrol. But thirty-two credits, new underwear, and a pack of chewing gun every month isn't all you'll get out of it. You'll also be traveling to distant worlds you'd never imagined existed. Earning the respect of your friends and family. And acquiring outstanding technical training that can get you a good job in later life. Here are just a few of the valuable skills you can learn in the Patrol.

How to Watch the Clock ((bold)). Ever since the Galaxy switched over to Metric Standard Time, the recognized basic unit of time has been the millichron. One thousand millichrons make up one chron, and the standard galactic day is divided into ten chrons, so mathematicians everywhere will rejoice to know that there are ten thousand millichrons in a day. (The standard galactic day, by the way, is equivalent to the time it takes for the planet Earth to make one rotation. Earth, a backwater world in the Sol System, is generally believed to be the birthplace of humanity.)

Since time is usually kept in millichrons, early morning occurs around 1500

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and late evening comes at 8500 or so. In some old-fashioned parts of the galaxy, 5000 is called "noon." And on the administrative moons of Tremain, most bureaucrats hold "2000 to 5500 jobs."

In PLANETFALL, time will pass only in response to your input. Nothing happens in the story while you are thinking and planning your next move, so you can proceed as slowly and carefully as you choose. Different actions will take different amounts of time to perform. For example, picking something up might take only seven millichrons, whereas walking down a long hall can take upwards of a hundred millichrons.

Knowing the Score ((bold)). PLANETFALL keeps track of your score as a rough measure of your progress in the game. Until you can complete the game with a perfect score of 80 points, you may as well resign yourself to holding a bureaucratic 2000 to 5500 job on one of the administrative moons of Tremain.

Which Way Is Up ((bold)). When you find yourself in an unknown area, you should explore and get to know your surroundings. Making a map is also extremely important, and even the wisest Stellar Patrol navigators dare not venture forth without their cartographic devices.

The best way to move from place to place is to type the direction in which you want to move. You can use all eight compass directions, which can be

abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT may also work in certain places. On board a ship, FORE, AFT, PORT, and STARBOARD should be used.

Finding Out Where the Heck You Are ((bold)). PLANETFALL calls each particular location a room. When you enter a room for the first time PLANETFALL displays the name of the room, a description of the room, and descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, only the name of the room and names of the objects in it are displayed.

The VERBOSE command tells PLANETFALL to print the full description of every room and every object each time you see them, not just the first time. The SUPERBRIEF command tells PLANETFALL to show only the name of the room, even the first time you enter the room, and not even to mention objects in the room. When you are in Superbrief mode, you can still get a description of the room and the objects present by typing LOOK or L. The BRIEF command tells PLANETFALL to return to the initial mode, in which you receive descriptions only on your first visit to a room.

Miscellaneous Tactics for Winning and/or Getting Killed ((bold)). There are many possible routes to the successful completion of PLANETFALL. Some

problems that you encounter along the way have more than one solution; others may not need to be solved at all.

Many objects in the game are important for solving problems. Examine or read every object that seems important. Don't be afraid to try anything; the worst that might happen is that you'd get "killed." You can always start over again, or SAVE your position first. (See "Restarting, Saving . . .," page 3.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

>GIVE THE CATERPILLAR TO THE CHRISTMAS TREE MONSTER

The Christmas Tree Monster is revolted by the thought of adorning its branches with a caterpillar.

You have just learned that there is probably something which would be a decoration pleasing to the monster and possibly a solution to a problem.

The Importance of the Buddy System ((bold)). It is often helpful to play PLANETFALL with another person. Different people find different problems easy, and can often complement each other. As the dual-brained worm beasts of Nebulon are fond of saying, "Two heads are better than one." (The dual-brained worm beasts of Nebulon are a fascinating bunch, with a head on

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either end of their long worm-like bodies which can often grow to a length of fourteen kiloblops. One legend among spacefarers claims that two ends of the same worm beast once fell in love and got married. It wasn't until they got in a big fight and one head decided to go back home to mother that they realized what had happened.)

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(Pages 6-7)

Take command of your tomorrow today.

(Copy)

You may start out at the bottom as an Ensign 7th, but you won't have to stay that way for long. Because there's plenty of opportunity for advancement in the Patrol for those who live up to our motto of "Boldly Going Where Angels Fear to Tread."

As a proud member of the Stellar Patrol, you'll be helping to carry the Third Union's peaceful message of benevolent central bureaucraticism to the thousands of worlds lost after the Great Collapse. It takes grit and courage as well as wisdom to be such a messenger. For while most civilized planets can be brought into the fold via a routine ambassadorial mission, certain worlds require further explanation of the importance of 600-page tax returns and forms to be filled out in triplicate. In such cases, it's the job of the Patrol to step in, firmly plant its heel, and take charge of the situation. If you have what it takes to lead a Patrol expedition, that heel could be you. Here's a sample of the kind of command decisions you may be making.

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(Subhead)

Important Commands

(Copy)

To simplify your adventuring, you may order PLANETFALL to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN--PLANETFALL will usually respond as if you had repeated your previous sentence. This may be abbreviated to G.

BRIEF--This commands PLANETFALL to describe fully only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by displaying the room name and the object names only. This is the initial mode of the game.

DIAGNOSE--PLANETFALL will give you a brief medical report about your condition. You will also find out if you are tired or hungry.

INVENTORY--This will give a list of all the items that you are carrying or wearing. You may abbreviate INVENTORY by typing I.

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LOOK--PLANETFALL will describe your surroundings in detail. You may abbreviate LOOK to L.

QUIT--This gives you the option to quit playing. If you want to SAVE your position first, read the instruction for doing so. QUIT may be shortened to Q.

RESTART--This ends the game and starts it over from the beginning.

RESTORE--Restores a game position made using the SAVE command.

SAVE--Saves a game position onto your storage diskette.

SCORE--PLANETFALL will tell you your current score, and a ranking which is based on that score. You will also be told the current standard galactic time, and how many standard galactic days have elapsed since your adventure began.

SCRIPT--This command will tell your printer to start making a transcript of the game as you play. It is not available on every system.

SUPERBRIEF--This command tells PLANETFALL to show you only the name of the room you have entered, and no other information.

TIME--This will give the current time within the game. It is useful for those versions which have no status line.

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TYPE (something)--As you play PLANETFALL you may encounter keyboards for inputting data. To do so, just type TYPE, followed by the word or number that you want to input. For example TYPE YES or TYPE 100.

UNSCRIPT--This command tells your printer to stop making a transcript.

VERBOSE--This command tells PLANETFALL to show you a full description of the room and the objects in it whenever you enter a room. See BRIEF and SUPERBRIEF.

VERSION--This will give you the Release number and the Serial number of your version of PLANETFALL.

WAIT--This command causes time in the game to pass. Normally, between your moves, no time is passing as far as PLANETFALL is concerned. You could leave the computer, scrub a deck, travel to seven distant star systems, and return to the game to find that nothing has changed. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. WAIT will usually cause 40 millichrons to pass by, and may be abbreviated to T.

There are many other useful words and phrases, including: TAKE, DROP, EAT, DRINK, EXAMINE, TURN ON, TURN OFF, PUSH, PULL, ATTACK, SLEEP. For a more

complete (but by no means exhaustive) listing, please see the Command Summary on the back cover of this manual.

(Subhead)

Appendix

(Copy)

PLANETFALL's Responses ((bold)). PLANETFALL will sometimes talk back to you in order to tell you when it can't digest your input, or if it wants you to clarify your instruction. Some of the common PLANETFALL responses are:

I DON'T KNOW THE WORD (your word). The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will help here. If not, you can usually be sure that the word isn't important in your playing of the game.

I CAN'T USE THE WORD (your word) HERE. PLANETFALL knows your word, but cannot understand it the way it appears in your input. It may be that PLANETFALL uses the word as a different part of speech. For example, you may be using LIGHT as a noun (as in "turn on the light"), but PLANETFALL knows LIGHT only as a verb (as in "light the lamp"). Or it is possible that your sentence made no sense at all: "Open the take," for example.

THERE IS A NOUN MISSING IN THAT SENTENCE. This usually indicates an incomplete sentence, such as "Eat the red" or "Put the bomb in the," where PLANETFALL expected another noun but couldn't find one.

TOO MANY NOUN CLAUSES. An example is: "Shoot the alien in the bed with the ray gun." A valid PLANETFALL sentence has, at most, one direct object and one indirect object.

BEG PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN key on your keyboard.

I CAN'T SEE ANY (object) HERE. The object you referred to was not accessible to you.

MULTIPLE OBJECTS CANNOT BE USED WITH (your verb). It is legal for you to use multiple objects (that is, nouns or noun phrases separated by AND or a comma) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT.

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that was gibberish, at least as far as PLANETFALL was concerned. You might try rephrasing the sentence.

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Sentence Syntax ((bold)). Here are a few helpful tips on constructing sentences that PLANETFALL can understand.

A PLANETFALL sentence must contain at least a verb or a command (e.g. INVENTORY).

Multiple objects of the verb must be separated by the word AND or a comma.

Several sentences typed on the same input line must be separated by a period or the word THEN. A period is not needed at the end of the line of input.

Only two kinds of questions may be asked: WHAT and WHERE.

For the shortest abbreviation of directions, use N (NORTH), S (SOUTH), E (EAST), W (WEST), NE (NORTHEAST), SE (SOUTHEAST), NW (NORTHWEST), SW (SOUTHWEST), U (UP), and D (DOWN). Aboard a ship, you may want to use F (FORE), AFT, P (PORT), AND SB (STARBOARD). IN and OUT may also be helpful.

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(Back cover)

(Head)

Be part of a legacy that lives on

(Copy)

When you join the Patrol, you'll be following the tenets of age-old wisdom. For our guiding light is none other than the 9000 year-old brain of S. Eric Meretzky (better known as Merescu, the Bearded Oracle of Yonkers), who foretold the rise of the Third Union with such startling precision in his ancient visionary tale, PLANETFALL.

The great man's genius became Stellar Patrol property under the oddest of circumstances. In 1982, Merescu donated his brain to Science. Science, in turn, donated it to the Good Will. From there, it slipped through the hands of a motley and unperceptive collection of owners, suffering multiple concussions as a result. Ultimately, it was purchased by a Stellar Patrol commodore, who intended to use it as an ornamental rock in his fish tank. But when the brain was submerged in water, bubbles began rising to the surface; and as they burst, the commodore was flabbergasted to hear Merescu's famous last words: "Pepperoni pizza to go, and heavy on the anchovies."

Today, what is left of Merescu resides in a vat of saline solution, beset with retorts, alembics, and electrically-charged tubes. His unerring prophecies are the Patrol's secret weapon--and his reward is the knowledge that he's helped make the Galaxy a little more like Yonkers.

(Subhead)

Command Summary

(Copy)

The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations of these commands, see IMPORTANT COMMANDS, Pages 6-7.) This list does not represent the entire vocabulary available to you, and makes no mention of the numerous command variations you can construct by using prepositions (e.g.: LOOK could also be LOOK UNDER, LOOK AT, LOOK INSIDE, LOOK ON, etc).

AGAIN

BRIEF

DIAGNOSE

INVENTORY or I

LOOK or L

QUIT or Q

RESTART

RESTORE

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SAVE

SCORE

SCRIPT

SUPERBRIEF

TIME

TYPE

UNSCRIPT

VERBOSE

VERSION

WAIT

(Subhead)

WRITE TODAY!

(Copy)

The scene: Infocom Game Development Offices. The time: Zero Hour. The writers of Infocom are once more on the final leg of the gauntlet. For days and nights on end, they have been honing and perfecting their latest game, and in the process enriching every known medical definition of insomnia. Yet even while they add the last-minute touches, the grimmest of all reapers descends upon them. It is the Marketing Division. And as the disks are snatched from the nerveless fingers of the sleepless crew, a mournful cry goes up to those brave souls who play our games:

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Help us to continue striving for perfection. The more we hear from you, the better our games become. So if you've found a bug, or noticed a little inconsistency in a description, or thought a problem was too hard or too easy, or even if you just have some interesting comments about the game, then write today to:

Infocom, Inc.

55 Wheeler Street

Cambridge, MA 02138

Attention: Floyd

(Legal Copy)

(Subhead)

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(Copy)

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Corrections for manual copy -- 5/31/83

Page 2, paragraph 2, line 2 -- how about "visual receptor" instead of "eye"?

Page 3, first line -- "soldier" isn't the right word. I think "sailor" or "spaceman" would be closer.

Page 3, the "Loading Planetfall" paragraph -- change "reading the manual" to "reading this manual".

Page 3, second-to-last line -- change "RETURN key" to "RETURN or ENTER key".

Page 7 -- there are extra spaces between the lines in the Ray Gun example in the center of the page. The spacing should be the same as the Airlock Control example above it.

Page 7, last paragraph, line 2 -- change "has a vocabulary" to "recognizes a vocabulary".

Page 7, last paragraph, line 3 -- delete "(curses excepted)". The program does understand curses, including TROT and KRIP.

Page 8, near top -- change "will ask to make sure" to "will ask you to make sure".

Page 10, line 2 -- typo: "gum", not "gun"

Page 10, first paragraph -- I think it would read better by combining the third, fourth and fifth sentences: "You'll also be travelling to distant worlds you'd never imagined existed, earning the respect of your friends and family, and acquiring outstanding technical training that can get you a good job in later life. Here are..."

Page 15, first paragraph -- Same thing as previous comment. "...but you won't stay that way for long, because there's plenty of opportunity for advancement in the Patrol for those who live up to our motto, BOLDLY GOING WHERE..."

Page 17, line 4 -- change "instruction" to "instructions"

Page 17, last line -- change to "...have no status line, and can be shortened to T."

Page 18, third-to-last line -- change "T" to "Z".

Page 18, last line (continuing onto page 19) -- This sentence is wrong. The Command Summary is just a listing of the commands in the Important Commands section, so it isn't any more complete a listing.

Page 20, line 1 -- change "THERE IS A NOUN MISSING IN THAT SENTENCE." to "YOU MUST SUPPLY A NOUN!"

Page 20, line 4 -- change "TOO MANY NOUN CLAUSES." to "I FOUND TOO MANY NOUNS IN THAT SENTENCE."

Page 20, line 7 -- change "BEG PARDON?" to "I BEG YOUR PARDON?"

Page 20, line 11 -- change "MULTIPLE OBJECTS CANNOT BE USED WITH (your verb)." to "I CAN'T USE MULTIPLE DIRECT (or INDIRECT) OBJECTS WITH (your verb)."

Page 20, line 11 -- change "It is legal for you to..." to "You can..."

Page 22, paragraph 2, line 2 -- "1982" should be "1983" or even later.

Page 23, last line before command list -- change "LOOK ON" to "LOOK THROUGH".

Page 23, command list -- add "or G" after "AGAIN".

Page 24, command list -- add "or T" after "TIME".

Page 24, command list -- add "or Z" after "WAIT".

Page 27, paragraph 2, line 1 -- change "This software product is copyrighted..." to "The copyright for this software product is owned..."

Page 27, paragraph 3, line 1 -- change "This manual is copyrighted..." to "The copyright for this manual is owned..."

Page 28, last line -- if this isn't necessary for legal reasons, how about "Printed on Earth, Sol System" instead?

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MANUAL COPY

(Front cover)

Boldly going where angels fear to tread.

TODAY'S STELLAR PATROL

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(Pages 2-3)

The Patrol's looking for a few good organisms.

(Copy)

When the Third Galactic Union was formed by the Great Treaty of 11,203 GY between the empires of Tremain and Gallium, an order went forth from the capital on Tremain that a great armada be formed. Thus was the Stellar Patrol born, and our mission ever since has been to explore the Galaxy, to seek out such remnants of human civilization as have managed to survive the Second Union's collapse and the Dark Age that followed--in short, to "Boldly Go Where Angels Fear to Tread."

If you are the kind of organism who can stare 10,000 years of darkness straight in the visual receptor without flinching . . . if you can stand up to the horrors of star systems descended to near-barbarism, where interstellar travel is non-existent, where human beings actually burn fossil fuels for energy, and have even been known to grow food directly from exposed topsoil . . . then you may just have what it takes to be part of our proud tradition.

But you've got to be tough. Disciplined. Blindly loyal. We need the kind

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of sailor whose whole vocabulary consists of the word "Yessir"--and who's proud of it. So if you're the type of organism we're looking for, here's a great place to start.

(Subhead)

Loading PLANETFALL

(Copy)

To load PLANETFALL, follow the instructions on your Reference Card. (It's included in the game package.)

The copyright notice and the release number should appear, followed by a brief introductory passage. Next you'll see the description of the starting location of the game. Finally, the prompt (>) will appear. If you have finished reading this manual, you are now ready to play PLANETFALL.

(Subhead)

Talking to PLANETFALL

(Copy)

When you see the prompt (>), PLANETFALL is waiting for you to type in your instructions. When you have finished doing so, press the RETURN or ENTER key. PLANETFALL will respond, and the prompt will appear.

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When you play PLANETFALL, or any other game in INTERLOGIC Prose, you type your input in plain Galalinguan (still referred to as "English" in certain backwater areas of the Galaxy). You can pretend that all your sentences begin with "I want to . . . ," although you should not type those words explicitly. PLANETFALL will digest your request, and tell you whether what you want to do is possible in the current situation, and whether anything interesting happens as a result.

All words are distinguished by their first six letters, and all subsequent letters are ignored. Therefore, FINGERnail and FINGERprint would look like the same word to PLANETFALL.

Simple Sentences ((bold)). PLANETFALL understands many different types of sentences. Here are some examples, using objects or situations that don't actually occur in PLANETFALL:

TAKE THE SPACESUIT. PUT ON THE SPACESUIT. TAKE THE BROKEN TELESCOPE. GO OUT. DROP THE FURRY ALIEN INTO THE BASKET. WEST. EXAMINE THE LARGE RED MACHINE. PUSH THE FLASHING BUTTON. SHOOT THE FLASHING BUTTON WITH THE RAY GUN. TAKE THE NINE-VOLT POWER CELL. TAKE ALL THE NINE-VOLT POWER CELLS. LOOK UNDER THE TIME MACHINE. READ THE TIME MACHINE INSTRUCTIONS.

Complicated Sentences ((bold)). You must separate multiple objects of a verb by the word AND or by a comma. For example:

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DROP THE SMALL METEOR AND THE BROKEN TELESCOPE. TAKE THE FIVE-VOLT POWER CELL, THE NINE-VOLT POWER CELL, AND THE FORTY-VOLT POWER CELL. PUT THE HYDROGEN PELLETS AND THE OXYGEN PELLETS IN THE ION DRIVE INPUT HOPPER. THROW THE MONSTER AND THE ALIEN IN THE CAGE.

You can include several sentences on one input line if you separate them by the word THEN or by a period. No period is necessary at the end of the input line. For example, the following could all be typed on one input line:

TAKE THE RAY GUN. RECHARGE THE RAY GUN. NE. SHOOT THE LOCK WITH THE RAY GUN THEN OPEN THE DOOR.

Alien sentences ((bold)). Completely mystifying sentences will cause PLANETFALL to complain in one way or another. (See the Appendix, page 7, for an explanation of these complaints.) After making the complaint, PLANETFALL will ignore the rest of the input line. Unusual events, such as being attacked, will also make PLANETFALL ignore the rest of the sentences you typed, since the event may have changed your situation dramatically.

Note that PLANETFALL will not accept words typed in the corrupt or dialectal Galalingua found on some distant planets. You must use only standard Galalingua. For example, a Ramosian farmer playing PLANETFALL (an unlikely occurrence) might type "Handen meef demmer ive-ree-keez," but the game would only understand "Give me the piano."

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How to Ask the Right Questions ((bold)). There are only two kinds of questions that PLANETFALL understands. The first is WHAT IS (something), and the other is WHERE IS (something). To wit:

WHERE IS THE MALFUNCTIONING HOVERCRAFT? WHAT IS A GRUE?

(For more on sentence construction, see "Sentence Syntax" in the Appendix, page 7.)

Communicating with Humans and Other Strange Creatures ((bold)). In the course of playing PLANETFALL, you will meet humans and aliens. You can talk to these characters by typing the individual's name, followed by a comma, followed by whatever you want to say to him, her, or it, i.e.:

DOCTOR, GIVE ME THE ARTIFICIAL LEG. ADMIRAL, FOLLOW ME. MIKE, KILL THE ALIEN. GURTHARK, OPEN THE CONTROL BOX THEN FIRE THE ROCKETS.

What to Do When PLANETFALL Talks Back ((bold)). PLANETFALL tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something, but you don't say what to do it with or to, PLANETFALL will sometimes decide that there was only one possible object you could have meant. For instance:

>UNLOCK THE DOOR

(with the key)

The door is now unlocked.

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If your sentence is ambiguous, PLANETFALL will ask what you really meant.

Most such questions can be answered briefly. For example:

>TURN THE AIRLOCK CONTROL

What do you want to turn the airlock control with?

>THE CROWBAR

The airlock door opens.

>SHOOT THE ALIEN WITH THE RAY GUN

Which ray gun do you mean, the Arcturian ray gun or the Rigellian ray gun?

>RIGELLIAN

The rays bounce harmlessly off the alien's Rigellian-ray-gun-proof vest.

PLANETFALL uses many more words than it will accept in your inputs.

PLANETFALL recognizes a vocabulary of hundreds of words, including nearly all the words that you are likely to use in playing the game. However, descriptions of rooms, objects, or events may use words that PLANETFALL couldn't possibly digest. These words are used only to enhance your mental imagery, and are not necessary for you to use to complete the game.

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(Subhead)

· QUITTING WITH HONOR AND DIGNITY

(Copy)

If you want to stop playing, and have no desire to save your position for future use, type QUIT. Once again, PLANETFALL will ask you if you really want to leave the game. Type Y for YES.

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(Pages 4-5)

Learn valuable skills and see the Galaxy.

(Copy)

Sure, you'll get a paycheck in the Patrol. But thirty-two credits, new underwear, and a pack of chewing gum every month isn't all you'll get out of it. You'll also be traveling to distant worlds you'd never imagined existed, earning the respect of your friends and family, and acquiring outstanding technical training that can get you a good job in later life. Here are just a few of the valuable skills you can learn in the Patrol.

How to Watch the Clock ((bold)). Ever since the Galaxy switched over to Metric Standard Time, the recognized basic unit of time has been the millichron. One thousand millichrons make up one chron, and the standard galactic day is divided into ten chrons, so mathematicians everywhere will rejoice to know that there are ten thousand millichrons in a day. (The standard galactic day, by the way, is equivalent to the time it takes for the planet Earth to make one rotation. Earth, a backwater world in the Sol System, is generally believed to be the birthplace of humanity.)

Since time is usually kept in millichrons, early morning occurs around 1500

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and late evening comes at 8500 or so. In some old-fashioned parts of the galaxy, 5000 is called "noon." And on the administrative moons of Tremain, most bureaucrats hold "2000 to 5500 jobs."

In PLANETFALL, time will pass only in response to your input. Nothing happens in the story while you are thinking and planning your next move, so you can proceed as slowly and carefully as you choose. Different actions will take different amounts of time to perform. For example, picking something up might take only seven millichrons, whereas walking down a long hall can take upwards of a hundred millichrons.

Knowing the Score ((bold)). PLANETFALL keeps track of your score as a rough measure of your progress in the game. Until you can complete the game with a perfect score of 80 points, you may as well resign yourself to holding a bureaucratic 2000 to 5500 job on one of the administrative moons of Tremain.

Which Way Is Up ((bold)). When you find yourself in an unknown area, you should explore and get to know your surroundings. Making a map is also extremely important, and even the wisest Stellar Patrol navigators dare not venture forth without their cartographic devices.

The best way to move from place to place is to type the direction in which you want to move. You can use all eight compass directions, which can be

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abbreviated to N, E, S, W, NE, SE, NW, and SW. UP and DOWN are also important, and can be abbreviated to U and D. IN and OUT may also work in certain places. On board a ship, FORE, AFT, PORT, and STARBOARD should be used.

Finding Out Where the Heck You Are ((bold)). PLANETFALL calls each particular location a room. When you enter a room for the first time PLANETFALL displays the name of the room, a description of the room, and descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, only the name of the room and names of the objects in it are displayed.

The VERBOSE command tells PLANETFALL to print the full description of every room and every object each time you see them, not just the first time. The SUPERBRIEF command tells PLANETFALL to show only the name of the room, even the first time you enter the room, and not even to mention objects in the room. When you are in Superbrief mode, you can still get a description of the room and the objects present by typing LOOK or L. The BRIEF command tells PLANETFALL to return to the initial mode, in which you receive descriptions only on your first visit to a room.

Miscellaneous Tactics for Winning and/or Getting Killed ((bold)). There are many possible routes to the successful completion of PLANETFALL. Some

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problems that you encounter along the way have more than one solution; others may not need to be solved at all.

Many objects in the game are important for solving problems. Examine or read every object that seems important. Don't be afraid to try anything; the worst that might happen is that you'd get "killed." You can always start over again, or SAVE your position first. (See "Restarting, Saving . . .," page 3.) Trying the bizarre can be fun and often will give you a clue. Here's a nonsense example:

>GIVE THE CATERPILLAR TO THE CHRISTMAS TREE MONSTER

The Christmas Tree Monster is revolted by the thought of adorning its branches with a caterpillar.

You have just learned that there is probably something which would be a decoration pleasing to the monster and possibly a solution to a problem.

The Importance of the Buddy System ((bold)). It is often helpful to play PLANETFALL with another person. Different people find different problems easy, and can often complement each other. As the dual-brained worm beasts of Nebulon are fond of saying, "Two heads are better than one." (The dual-brained worm beasts of Nebulon are a fascinating bunch, with a head on

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either end of their long worm-like bodies which can often grow to a length of fourteen kiloblops. One legend among spacefarers claims that two ends of the same worm beast once fell in love and got married. It wasn't until they got in a big fight and one head decided to go back home to mother that they realized what had happened.)

RESTARTING, SAVING, AND RESTORING

(Copy)

If you want to start over from the beginning, type RESTART. PLANETFALL will ask you to make sure that this is really what you want to do.

If you want to stop for now, but continue from your present position at a later point, you should use the SAVE command. Since it takes many hours to complete PLANETFALL, you will almost certainly not finish it in one sitting. By using the SAVE command, you can continue playing at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE makes a "snapshot" of your position in the game. If you are a cautious or prudent player, you may want to save your position before you try something dangerous or tricky. You can then return to the SAVED point, even if you have gotten "killed" or lost since that point. To save a game position, just type SAVE at the game prompt (>) and then follow the instructions on your Reference Card. Remember that some systems require a blank disk for storage.

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When you want to continue playing from where you made a SAVE, follow the RESTORE procedure. You can RESTORE any SAVED snapshot of your position at any time during play. When the prompt (>) appears, just type RESTORE and follow the instructions on your Reference Card. You can then continue playing from your RESTORED position. You can type LOOK to get a description of where you are.

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(Pages 6-7)

Take command of your tomorrow today.

(Copy)

You may start out at the bottom as an Ensign 7th, but you won't have to stay that way for long, because there's plenty of opportunity for advancement in the Patrol for those who live up to our motto, "Boldly Going Where Angels Fear to Tread."

As a proud member of the Stellar Patrol, you'll be helping to carry the Third Union's peaceful message of benevolent central bureaucraticism to the thousands of worlds lost after the Great Collapse. It takes grit and courage as well as wisdom to be such a messenger. For while most civilized planets can be brought into the fold via a routine ambassadorial mission, certain worlds require further explanation of the importance of 600-page tax returns and forms to be filled out in triplicate. In such cases, it's the job of the Patrol to step in, firmly plant its heel, and take charge of the situation. If you have what it takes to lead a Patrol expedition, that heel could be you. Here's a sample of the kind of command decisions you may be making.

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(Subhead)

Important Commands

(Copy)

To simplify your adventuring, you may order PLANETFALL to give you information by typing specific commands. These commands can be used again and again as needed. Some will constitute a move, and time will elapse; others will not cause time within the game to elapse. Type these commands after the prompt (>) appears:

AGAIN--PLANETFALL will usually respond as if you had repeated your previous sentence. This may be abbreviated to G.

BRIEF--This commands PLANETFALL to describe fully only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by displaying the room name and the object names only. This is the initial mode of the game.

DIAGNOSE--PLANETFALL will give you a brief medical report about your condition. You will also find out if you are tired or hungry.

INVENTORY--This will give a list of all the items that you are carrying or wearing. You may abbreviate INVENTORY by typing I.

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LOOK--PLANETFALL will describe your surroundings in detail. You may abbreviate LOOK to L.

QUIT--This gives you the option to quit playing. If you want to SAVE your position first, read the instructions for doing so. QUIT may be shortened to Q.

RESTART--This ends the game and starts it over from the beginning.

RESTORE--Restores a game position made using the SAVE command.

SAVE--Saves a game position onto your storage diskette.

SCORE--PLANETFALL will tell you your current score, and a ranking which is based on that score. You will also be told the current standard galactic time, and how many standard galactic days have elapsed since your adventure began.

SCRIPT--This command will tell your printer to start making a transcript of the game as you play. It is not available on every system.

SUPERBRIEF--This command tells PLANETFALL to show you only the name of the room you have entered, and no other information.

TIME--This will give the current time within the game. It is useful for those versions which have no status line, and can be shortened to T.

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TYPE (something)--As you play PLANETFALL you may encounter keyboards for inputting data. To do so, just type TYPE, followed by the word or number that you want to input. For example TYPE YES or TYPE 100.

UNSCRIPT--This command tells your printer to stop making a transcript.

VERBOSE--This command tells PLANETFALL to show you a full description of the room and the objects in it whenever you enter a room. See BRIEF and SUPERBRIEF.

VERSION--This will give you the Release number and the Serial number of your version of PLANETFALL.

WAIT--This command causes time in the game to pass. Normally, between your moves, no time is passing as far as PLANETFALL is concerned. You could leave the computer, scrub a deck, travel to seven distant star systems, and return to the game to find that nothing has changed. WAIT is used to make time pass in the game without doing anything. It might be useful if you are waiting for a specific time, waiting for a character to arrive, waiting for an event to happen, etc. WAIT will usually cause 40 millichrons to pass by, and may be abbreviated to Z.

There are many other useful words and phrases, including: TAKE, DROP, EAT, DRINK, EXAMINE, TURN ON, TURN OFF, PUSH, PULL, ATTACK, SLEEP.

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(Subhead)

Appendix

(Copy)

PLANETFALL's Responses ((bold)). PLANETFALL will sometimes talk back to you in order to tell you when it can't digest your input, or if it wants you to clarify your instruction. Some of the common PLANETFALL responses are:

I DON'T KNOW THE WORD (your word). The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will help here. If not, you can usually be sure that the word isn't important in your playing of the game.

I CAN'T USE THE WORD (your word) HERE. PLANETFALL knows your word, but cannot understand it the way it appears in your input. It may be that PLANETFALL uses the word as a different part of speech. For example, you may be using LIGHT as a noun (as in "turn on the light"), but PLANETFALL knows LIGHT only as a verb (as in "light the lamp"). Or it is possible that your sentence made no sense at all: "Open the take," for example.

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YOU MUST SUPPLY A NOUN! This usually indicates an incomplete sentence, such as "Eat the red" or "Put the bomb in the," where PLANETFALL expected another noun but couldn't find one.

I FOUND TOO MANY NOUNS IN THAT SENTENCE. An example is: "Shoot the alien in the bed with the ray gun." A valid PLANETFALL sentence has, at most, one direct object and one indirect object.

I BEG YOUR PARDON? You did not type anything after the prompt (>) and before you pressed the RETURN key on your keyboard.

I CAN'T SEE ANY (object) HERE. The object you referred to was not accessible to you.

I CAN'T USE MULTIPLE DIRECT (or INDIRECT) OBJECTS WITH (your verb). You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) only with certain verbs. Among the more useful of these verbs are TAKE, DROP, and PUT.

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that was gibberish, at least as far as PLANETFALL was concerned. You might try rephrasing the sentence.

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Sentence Syntax ((bold)). Here are a few helpful tips on constructing sentences that PLANETFALL can understand.

A PLANETFALL sentence must contain at least a verb or a command (e.g. INVENTORY).

Multiple objects of the verb must be separated by the word AND or a comma.

Several sentences typed on the same input line must be separated by a period or the word THEN. A period is not needed at the end of the line of input.

Only two kinds of questions may be asked: WHAT and WHERE.

For the shortest abbreviation of directions, use N (NORTH), S (SOUTH), E (EAST), W (WEST), NE (NORTHEAST), SE (SOUTHEAST), NW (NORTHWEST), SW (SOUTHWEST), U (UP), and D (DOWN). Aboard a ship, you may want to use F (FORE), AFT, P (PORT), AND SB (STARBOARD). IN and OUT may also be helpful.

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(Back cover)

(Head)

Be part of a legacy that lives on

(Copy)

When you join the Patrol, you'll be following the tenets of age-old wisdom. For our guiding light is none other than the 9000 year-old brain of S. Eric Meretzky (better known as Merescu, the Bearded Oracle of Yonkers), who foretold the rise of the Third Union with such startling precision in his ancient visionary tale, PLANETFALL.

The great man's genius became Stellar Patrol property under the oddest of circumstances. In 1992, Merescu donated his brain to Science. Science, in turn, donated it to the Good Will. From there, it slipped through the hands of a motley and unperceptive collection of owners, suffering multiple concussions as a result. Ultimately, it was purchased by a Stellar Patrol commodore, who intended to use it as an ornamental rock in his fish tank. But when the brain was submerged in water, bubbles began rising to the surface; and as they burst, the commodore was flabbergasted to hear Merescu's famous last words: "Pepperoni pizza to go, and heavy on the anchovies."

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Today, what is left of Merescu resides in a vat of saline solution, beset with retorts, alembics, and electrically-charged tubes. His unerring prophecies are the Patrol's secret weapon--and his reward is the knowledge that he's helped make the Galaxy a little more like Yonkers.

(Subhead)

Command Summary

(Copy)

The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations of these commands, see IMPORTANT COMMANDS, Pages 6-7.) This list does not represent the entire vocabulary available to you, and makes no mention of the numerous command variations you can construct by using prepositions (e.g.: LOOK could also be LOOK UNDER, LOOK AT, LOOK INSIDE, LOOK THROUGH, etc).

AGAIN or G

BRIEF

DIAGNOSE

INVENTORY or I

LOOK or L

QUIT or Q

RESTART

RESTORE

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SAVE

SCORE

SCRIPT

SUPERBRIEF

TIME or T

TYPE

UNSCRIPT

VERBOSE

VERSION

WAIT or Z

(Subhead)

WRITE TODAY!

(Copy)

The scene: Infocom Game Development Offices. The time: Zero Hour. The writers of Infocom are once more on the final leg of the gauntlet. For days and nights on end, they have been honing and perfecting their latest game, and in the process enriching every known medical definition of insomnia. Yet even while they add the last-minute touches, the grimmest of all reapers descends upon them. It is the Marketing Division. And as the disks are snatched from the nerveless fingers of the sleepless crew, a mournful cry goes up to those brave souls who play our games:

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Help us to continue striving for perfection. The more we hear from you, the better our games become. So if you've found a bug, or noticed a little inconsistency in a description, or thought a problem was too hard or too easy, or even if you just have some interesting comments about the game, then write today to:

Infocom, Inc.

55 Wheeler Street

Cambridge, MA 02138

Attention: Floyd

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(Subhead)

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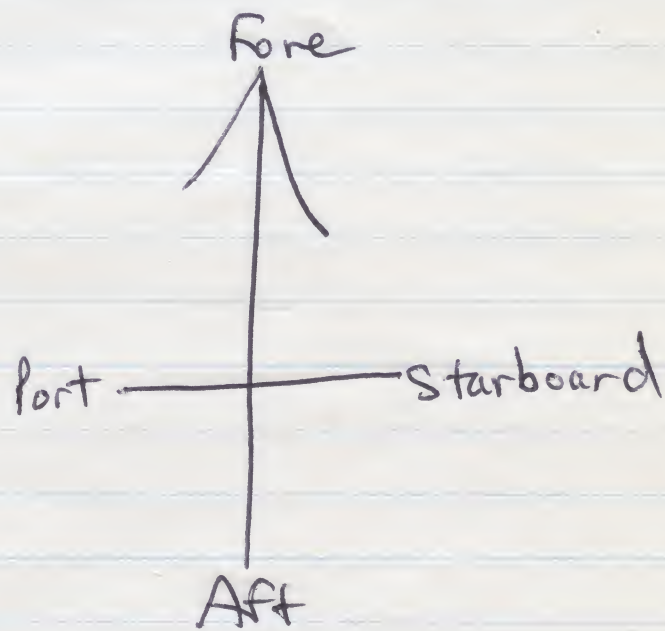
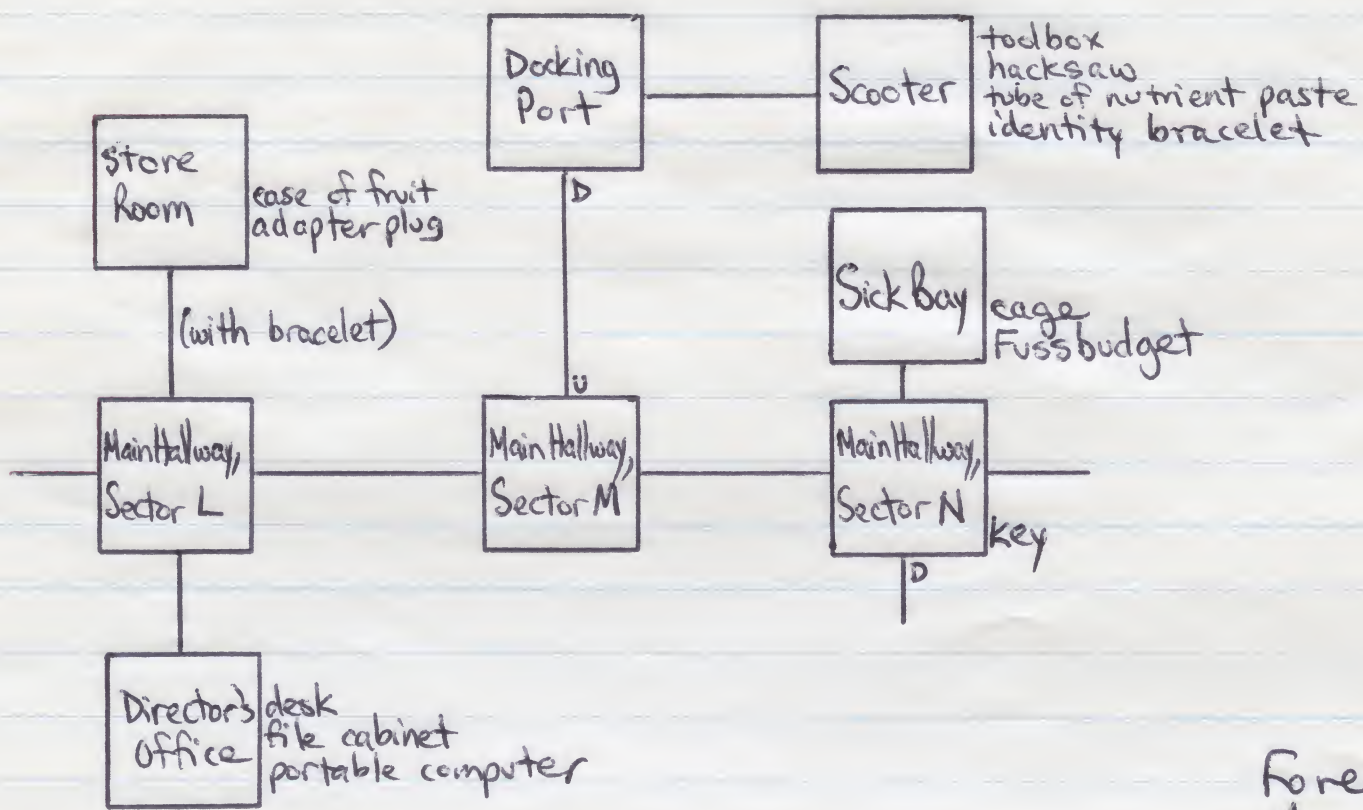
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3/3/83

S.P.S. FEINSTEIN

(the remainder would be handwritten)

11,344 July 22 - Transferred from S.P.S. Trilobite to S.P.S. Feinstein for the third of my four tours of duty. This new ship seems pretty swell. I'm in a cabin with only five other Ensigns, and I've got one-and-a-half cubic meters of locker space! The only problem is our boss, Ensign Cadet First Class Blather. He seems like a real krip. (Excuse the language, diary).

11,344 July 25 - One of my cabin mates, Gorund, organized an Ultimate Chess tournament among all the Ensigns Seventh Class. We were playing during the twenty minute recreation period after lunch, and Blather burst in and confiscated the sets and told us that playing war games was a violation of Patrol regulations. But Ensign Whirp, who's studying to be a Patrol lawyer, said he couldn't find anything about it in the regulations anywhere. Blather is really a total megakrip.

11,344 July 28 - Tomorrow is the final exam in Union history. I've been cramming all evening. I hope I do guply.

11,344 Bozbar 1 - The history final was a breeze! I start Astrophysics next week.

11,344 Bozbar 8 - Trot! Blather is teaching the Astrophysics class. He says my background is deficient and I have to spend my afternoon rec period boning up on spatial geometry. Trot and double trot!

11,344 Bozbar 26 - I haven't had time to write in this diary lately, because Blather's really been tightening the widgets with homework. Also, last week he found the diary during a surprise inspection, gave me two hundred demerits, and told me that diaries were against regulations. But I'll be frobbed if I'm going to stop. I've started hiding the diary in the air duct and from now on I'll have to lock the cabin door when I'm writing.

11,344 Bozbar 27 - We entered planetary orbit today, a non-human world. The planet is Accardi Three, although the natives call it something like Blow'k-bibben-Gordo. They're not officially part of the Union. The rumors say that we're picking up a special ambassador to take back to Tremain for negotiations on joining the Union. Tomorrow we have to put on our dress uniforms for some special welcoming ceremony.

11,344 August 2 - I caught a glimpse of the alien ambassador during the welcoming ceremonies yesterday. He looks like a cross between a tree trunk and a melting ice cream cone. But anyway, the ceremony got us out of Astrophysics class.

11,344 August 24 - TROT THAT TROTting KRIP! Blather failed me in Astrophysics! He failed three-quarters of the class--anyone who got less than 99.5% on the final! What a trotting krip!

11,344 Septem 4 - We left hyperspace today at about 7600; weren't scheduled to for about another two weeks. The grapevine says we have special

orders to investigate a planetary system here. Apparently, some of the archaeologists back on Varshon think it might have been part of the First Union. I can't imagine why anyone would settle out here in this remote corner of the galaxy.

11,344 Septem 5 - That krip has done it again! I didn't finish two of the questions on today's Astro problem set, and Blather gave me a hundred demerits and assigned me two extra shifts of deck scrubbing. I'm considering asking for a transfer.

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DIARY COPY

(Letterhead)

11,344 July 22--Transferred from S.P.S. Trilobyte to S.P.S. Feinstein for the third of my four tours of duty. This ship seems pretty swell. I'm in a cabin with only five other Ensigns, and I've got one-and-a-half cubic meters of locker space!

The only thing I'll really miss about the Trilobyte is Ensign Grotch. We had great conversations together. Of course, Grotch always did the heft of the talking, and one day when we were cleaning up around the Quarkian Physics Lab, he was jabbering away so absent-mindedly that he backed right into an experimental time warp. After that, he always talked backwards, and neither of us could ever tell whether he was coming or going.

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I tried to say goodbye to him just before the pod came to take me over to the Feinstein. I caught up with him as he was headed towards the ship's bow, on his way to the stern. "Grotch," I said, taking his hand firmly to hold him in place, "I've got something to say to you, buddy."

"Have a nice day," smiled Grotch, waving.

"I just want you to know how much it's meant to me to serve alongside you."

"Well, drive careful," Grotch observed.

"You've been the best pal an ensign could have--"

"Now what's this rumor I hear about you shoving off for a new ship?"

"--and I'm really going to miss you, you old devil."

"So tell me, what's new?"

"Anyway, so long, Grotch."

"Well look who's here! If you ain't a sight for sore eyes! Put her there Matey!"

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He was still saying hello long after I'd left for my new ship.

It doesn't look like there are any Grotches on the Feinstein.

There may be one ensign I'll be getting to know a little too well for my tastes, though--my boss, Ensign First Class Blather. He seems like a real krip. I suppose I'd better wait and see, though.

11,344 Bozbar 26--I haven't been able to make any entries lately, because Blather's really been tightening the widgets on all the Ensigns Seventh Class. Also, last week he found my diary during a surprise inspection, gave me two hundred demerits, and told me that diaries were against regulations. I'll be frobbed if I'm going to stop, though. I've started keeping the diary in my Official Documents File, and hiding it in the air duct. From now on, I'll have to sneak away somewhere when I want to write. That Blather is really a total megakrip!

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11,344 Bozbar 27--Greetings from the supply closet of the S.P.S. Feinstein. We entered planetary orbit today around a non-human world called Accardi-3 (the natives, however, call it something like Blow'k-bibben-Gordo). This planet isn't officially part of the Union--yet. But that's only because the Union hasn't gotten around to it yet. According to the rumors I've been hearing, we're picking up a special ambassador to take back to Tremain for negotiations on joining the Union. Tomorrow we have to put on our dress uniforms for some special welcoming ceremony.

These Third Union fellows are as rapacious as gammatron eels. They seem to think that ever since the Second Union fell in 1716 GY, folks all over the galaxy have been just sitting around pining for a new Union to start up. Doing without interstellar travel and actually growing food right from the exposed topsoil is one thing that was barbaric enough, according to the Union--but what's really beyond them is how people ever got along without 600-page income tax returns and forms to fill out in triplicate.

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11,344 August 1--Went to the Mandatory Stellar Patrol Informational Circular triple feature last night. Saw "Treatment for Space Lice Infestation," "Shoreleave Shirley: How to Guard Against Contracting Alien Diseases," and "The Oxygen Tank: Your Galvanized Buddy in the Vacuum." Blather confined half the ensigns to quarters for hooting during the second feature. The half that wasn't punished had fallen asleep during the first feature.

11,344 August 2--I caught a glimpse of the alien ambassador during the welcoming ceremonies yesterday. He looks like a cross between a tree trunk and a melting ice cream cone.

Of course, they had to have music to entertain this important passenger, and since the only crew member who knows how to play an instrument is Ensign 7th Li, he pulled the detail--and managed to get himself into a pretty tough scrape.

Li is from one of those Quad 3 asteroid belts, but his ancestors were Hawoyan Earthlings way back when. Li wears great shirts, by the way, but they're not very practical out here when the temperature gets down around absolute zero.

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Anyway, Li learned as a child to play what he calls donho music on the traditional ooklailai of his people. I've copied down the lyrics of the song he sang, mainly for posterity's sake, since they're sure to be suppressed by the Union when the case comes to trial. It went something like this:

WIKI-WAKI ROYKA YHIK

(First verse)

Tonight in my native town of Royka Yhik,
They're singing "Wiki-waki Wiki-waki Waki-wik!"
O, how I yearn to join them in my home, sweet home,
Way out yonder where the icebergs roam--

(Chorus)

Back home in Iceroid--
What a nice 'roid!
The Maui-lukka Land of the Free!
Where even Alpha Centaurans
Can get jobs as foremen
In the skuk-processing factory!

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(Final verse)

Yes, I'm comin' home, darling, 'cross the frozen waste,
So quit your hanging out around the army base--
And for the six months 'til Iceroid's day is done,
We'll be honeymooning 'neath the midnight sun!
O, the Northern lights will gleam on us,
While the frostbite is gangrening us!--
We'll be lovers forever,
Chew grok-blubber together,
Even though it makes us sick,
In wiki-waki Royka Yhik!

No sooner was Li done than Blather started hurling accusations at him. He claimed Li was sewing seeds of dissension amongst the troops, sabotaging morale with songs about homesickness, poisoning his fellow soldiers' minds against the Third Union and casting aspersions on the degree of liberty and equal opportunity we enjoy, and so forth and so on. Of course, Blather's superiors were intimidated into shutting poor Li down to the stockade on Accardi-3, and that's probably the closest he'll ever get to his dear old Iceroid again. Fortunately, the ambassador didn't seem to notice. He was trying to stay out of a puddle on the floor. Actually, it looked like the puddle was coming out of him. I'll have to keep an eye on that emissary.

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11,344 Septem 4--We left hyperspace today at about 7600; weren't scheduled to for about another two weeks. The grapevine has it we're on special orders to investigate a planetary system here. Apparently, some of the archaeologists back on Varshon think it might have been part of the First Union. I can't imagine why anyone would settle out here in this remote corner of the galaxy--it's bleaker than my hometown on Gallium. I feel the same way about this place as Leblingusoid Besnap must have when he wrote in his preface to Gallium on Twelve Credits a Day: "The fascinating truth is not how to travel about Gallium for only twelve credits, but why anyone would want to do so in the first place."

Still, something interesting might happen. I keep getting this krippy feeling that the Fates are at work on this mission. I used to be as much a disbeliever in "destiny" and "Providence" as the next person, but not anymore. I'll never forget the time my mother warned my father not to tempt fate by walking across the astral plains after dark, when the computerized analysis showed a greater than 43% chance of resulting injury. My father, stubborn as always, just laughed at her and went right on taking his nightly strolls. The very next summer he went walking at night on the plains and fell in a crater and bruised his knee.

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I only hope Fortune smiles more kindly on our journey. However, if anything unforeseen should befall any of us--if, heavens forbid, dear old Blather contracts a case of terminal gastric prooges, for instance--at least I've learned to accept Fate. And if such a thing should happen, I know I'll be able to face it with equanimity--if not outright glee.



STELLAR PATROL OF THE THIRD GALACTIC UNION

11,344 JULY 22 - TRANSFERRED FROM S.P.S. TRILOBYTE TO S.P.S. FEINSTEIN FOR THE THIRD OF MY FOUR TOURS OF DUTY. THIS SHIP SEEMS PRETTY SWELL AT LEAST COMPARED TO THE ~~CRAFT GROK-DUNG SEEDS~~. I'M IN A CABIN WITH ONLY FIVE OTHER ENSIGNS, AND I'VE GOT ONE-AND-A-HALF CUBIC METERS OF LOCKER SPACE!

THE ONLY THING I'LL REALLY MISS ABOUT THE TRILOBYTE IS ENSIGN GROCH. WE HAD GREAT CONVERSATIONS TOGETHER, OF COURSE, GROCH ALWAYS DID THE HEFT OF THE TALKING, AND ONE DAY WHEN WE WERE CLEANING UP AROUND THE QUARKIAN PHYSICS LAB, HE WAS JABBERING AWAY SO ABSENT-MINDEDLY THAT HE BACKED RIGHT INTO AN EXPERIMENTAL TIME WARP. AFTER THAT, HE ALWAYS TALKED BACKWARDS, AND NEITHER OF US COULD EVER TELL WHETHER HE WAS COMING OR GOING.

I TRIED TO SAY GOODBYE TO HIM JUST BEFORE THE POD CAME TO TAKE ME OVER TO THE FEINSTEIN. I CAUGHT UP WITH HIM AS HE WAS HEADED TOWARD THE SHIP'S BOW, ON HIS WAY TO THE STERN. "GROCH," I SAID, TAKING HIS HAND - FIRMLY TO HOLD HIM IN PLACE, "I'VE GOT SOMETHING TO SAY TO YOU BUDDY."

"HAVE A NICE DAY," SMILED GROCH, WAVING.

"I JUST WANT YOU TO KNOW HOW MUCH IT'S MEANT TO ME TO SERVE ALONGSIDE YOU."

"WELL, DRIVE CAREFULLY," GROCH OBSERVED.

"YOU'VE BEEN THE BEST PAL AN ENSIGN COULD HAVE..."

"NOW WHAT'S THIS RUMOR I HEAR ABOUT YOU SHOVING OFF FOR A NEW SHIP?"

"...AND I'M REALLY GOING TO MISS YOU, YOU OLD DEVIL."

"SO TELL ME, WHAT'S NEW?"

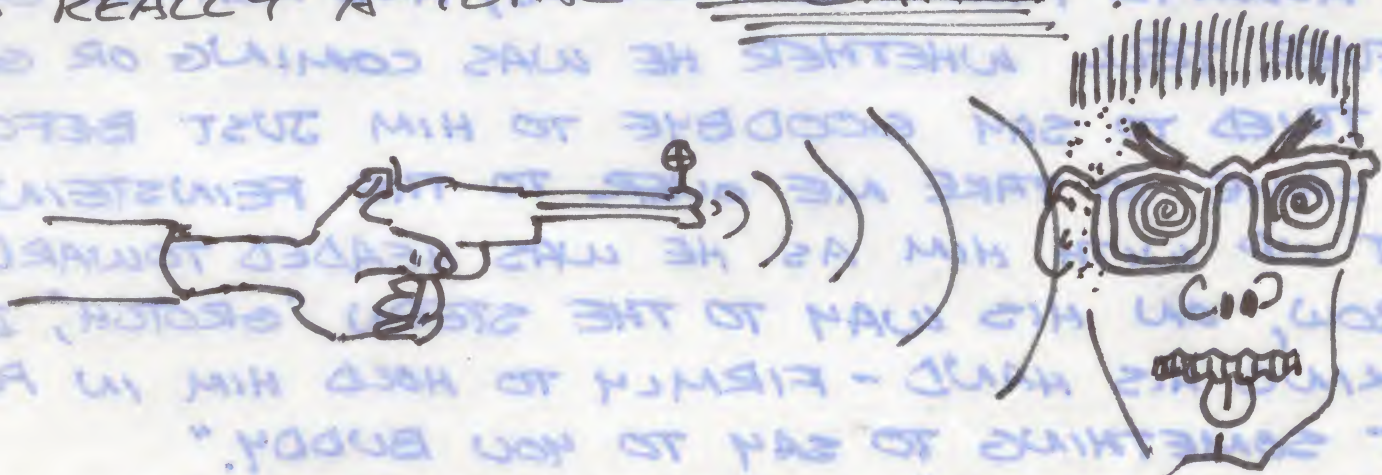
"ANYWAY, SO LONG, GROCH."

"WELL LOOK WHO'S HERE! IF YOU AIN'T A SIGHT FOR SORE EYES! PUT HER THERE MATEY!"

HE WAS STILL SAYING HELLO LONG AFTER I'D LEFT FOR MY NEW SHIP.

IT DOESN'T LOOK LIKE THERE ARE ANY GROUCHES ON THE FEINSTEIN, THERE MAY BE ONE ~~BINK-LOVER~~ ENSIGN I'LL BE GETTING TO KNOW A LITTLE TOO WELL FOR MY TASTES, THOUGH - MY BOSS, ENSIGN FIRST-CLASS BLATHER, HE SEEMS LIKE A REAL KRIP, I SUPPOSE I'D A BETTER WAIT AND SEE, THOUGH,

11,344 BOZBAR 26 - I HAVEN'T BEEN ABLE TO MAKE ANY ENTRIES LATELY, BECAUSE BLATHER'S BEEN REALLY TIGHTENING THE WIDGETS ON ALL THE ENSIGNS SEVENTH CLASS, ALSO, LAST WEEK HE FOUND MY DIARY DURING A SURPRISE INSPECTION, GAVE ME TWO HUNDRED DEMERITS, AND TOLD ME THAT DIARIES WERE AGAINST REGULATIONS, I'LL BE FROBBED IF I'M GOING TO STOP, THOUGH. I'VE STARTED KEEPING THE DIARY IN MY OFFICIAL DOCUMENTS FILE, AND HIDING IT IN THE AIRDUCT. FROM NOW ON, I'LL HAVE TO SNEAK AWAY SOMEWHERE WHEN I WANT TO WRITE. THAT BLATHER IS REALLY A TOTAL MEGAKRIP!



11,344 BOZBAR 27 - GREETINGS FROM THE SUPPLY CLOSET OF THE S.P.S. FEINSTEIN. WE ENTERED PLANETARY ORBIT TODAY AROUND A NON-HUMAN WORLD CALLED ACCARDI-3 (THE NATIVES, HOWEVER, CALL IT SOMETHING LIKE BLOW'K - BIBBEN - GORDO). THIS PLANET ISN'T OFFICIALLY PART OF THE UNION - YET. BUT THAT'S ONLY BECAUSE THE UNION HASN'T GOTTEN AROUND TO IT YET. ACCORDING TO THE RUMORS I'VE BEEN HEARING, WE'RE PICKING UP A SPECIAL AMBASSADOR TO TAKE BACK TO TREMAIN FOR NEGOTIATIONS ON JOINING THE UNION. TOMORROW WE HAVE TO PUT ON OUR DRESS UNIFORMS FOR SOME SPECIAL WELCOMING CEREMONY.

(logo)

STELLAR PATROL OF THE THIRD GALACTIC UNION

--- S.P.S. FEINSTEIN ---

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11,344 July 28 - Tomorrow is the final exam in Union history. I've been cramming all evening. Wish me luck.

11,344 Bozbar 1 - The history final was a breeze! I start Astrophysics next week.

11,344 Bozbar 8 - Trot! Blather is teaching the Astrophysics class. He says my background is deficient and I have to spend my afternoon rec period boning up on spatial geometry. Trot and double trot!

11,344 Bozbar 26 - I haven't had time to write in this diary lately, because Blather's really been tightening the widgets with homework. Also, last week he found the diary during a surprise inspection, gave me two hundred demerits, and told me that diaries were against regulations. But I'll be frobbed if I'm going to stop. I've started hiding the diary inside my Official Documents File, and I keep that hidden in the air duct. From now on I'll have to sneak away somewhere when I'm writing.

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11,344 August 24 - TROT THAT TROTting KRIP! Blather failed me in Astrophysics! He failed three-quarters of the class -- anyone who got less than 99.5% on the final! What a trotting krip!

You know, for the first time I'm beginning to have doubts about whether I'm really cut out for the Patrol. When I was growing up on Gallium, it was always taken for granted that I would join up when I came of age. My family has served in the Patrol for five generations. In fact, my great-great-grandfather was a High Admiral and one of the founding officers of the Patrol! But I seem to be permanently stuck at Ensign 7th, and Blather is making my life miserable...

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11,344 Septem 5 - That krip has done it again! I didn't finish two of the questions on today's Astro problem set, and Blather gave me a hundred demerits and assigned me two extra shifts of deck scrubbing -- including Deck Nine, the filthiest deck on the ship! I'm considering asking for a transfer!

G/R Copy

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DIARY COPY

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This new ship seems pretty swell. I'm in a cabin with only five other ensigns, and I've got one-and-a-half cubic meters of locker space!

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11,344 July 28--Went to see the personnel officer today about what my new duties will involve. Put in for grotch-feeding detail. (Grotches are fascinating creatures. The Feinstein picked some up for the ship's experimental zoology lab on its expedition to Crassus, I'm told. They have the head of a lion, the tail of a dragon, and the heart of an advertising executive. Grotches are generally found skulking in the dark corners of cocktail parties and mistresses' boudoirs, and feed almost entirely on over-inflated expense accounts.) The P.O. says a decision on my application should be reached within the next few days. Wish me luck.

11,344 Bozbar 1--Everyone from the P.O. to the ship's cook has approved my application--except Blather. And I don't think even he can think up a way to worm out of letting me have this assignment.

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11,344 Bozbar 8--Trot! Blather rejected my application. He claims that because I'm from Gallium, and because Galliaks (as he calls us) are notorious spendthrifts in his book, I'd probably pauper the Feinstein by squandering credits on expense accounts for the grotches! (Just my luck--Blather happens to be Tremain's foremost tightwad. They say he came aboard the Feinstein with a clean shirt and a 100-credit bill, and hasn't changed either one yet.) Here's the really malicious part, though--Blather says that since I seem to love grotches so much, he's assigning me to cleaning out their cages. Gad! The indignity of it!

11,344 Bozbar 26--I haven't been able to write in this diary lately, because Blather's been watching us all like a teleran bird. Also, last week he found the diary during a surprise inspection, gave me 200 demerits, and told me that diaries were against regulations. But I'll be frobbed if I'm going to stop. I've started hiding the diary inside my Official Documents File, and I keep that hidden in the air duct. From now on I'll have to sneak away somewhere when I'm writing.

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injury. My Dad, stubborn as always, just laughed at her and went right on taking his nightly strolls. *The very next summer he went walking at night on the Plains and stumbled over a crater and bruised his knee. Gosh!*

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***** InvisiClues (tm) for Planetfall (tm) *****

Third Draft

5/11/83

For Proofreading & comments
Distribution List: Marc MSB
SWG JW
PDL MD
PTG

CHAPTER ONE: ABOARD THE FEINSTEIN

How do I get past Blather?

--There's no way to get beyond Deck Eight or the Reactor Lobby.

--Really! There's no way!

How can I get Blather to stop giving me demerits?

--Scrub harder?

--I wouldn't worry too much; demerits aren't that important.

What do I do about Lieutenant Measle?

--All he wants is some information for your records.

--Ahem. Lieutenant Measle???

What should I do with the Ambassador?

--Enjoy his company. He's just there to liven up the game opening.

How can I get the translator from the Ambassador?

--You can't.

How can I get the celery from the Ambassador?

--You can't.

How can I get the map from the Ambassador?

--The Ambassador doesn't have any map!

What should I do in the Galley?

--Try eating the stew.

--Did you find the handbook for programming auto-pilots?

--How did you get to a non-existent place?

How do I get out of the Brig?

--The best way to get out is to never get thrown in.

--If you don't upset Blather by leaving your post, you'll never get thrown in the Brig.

--Once you're in the Brig, there's no way out.

The Feinstein keeps blowing up! How can I prevent it?

--It might be a malfunction in the Hyperspatial Jump Machinery Room.

--Of course, since you can't enter that room, you'll never know.

--There's no way to prevent it, and you won't find out until later what caused it. Best thing to do is try to survive the shipwreck.

Is there any way to open the escape pod bulkhead?

--It opens automatically during any emergency.

--For example, when the Feinstein begins exploding.

CHAPTER TWO: THE POD TRIP

How do I control the pod?

--The controls are entirely automated.

--Sit back and relax. Let the autopilot do the driving.

I keep getting killed during the pod trip. Help!

--Are you standing?

--The adjective associated with the web is notable.

--Get in the safety web and don't stand until you've landed.

Is there two words anyway to keep the pod from falling into the water?

--No.

Should I take the emergency provisions that appear?

--It's always a good idea in adventure games to take anything that you can carry.

How do I leave the pod once it has landed?

--Have you tried opening the door?

--You can't reach the door while you're still in the web.

--Once the door is open, either UP or OUT ~~will~~ work~~s~~.

--Needless to say, don't dally too long.

I keep drowning underwater. How can I avoid this?

--The water is a dangerous place to be. Leave it immediately.

--There is light filtering down from above.

--Say UP.

CHAPTER THREE: THE DORMITORY AREA

What is the significance of the Balcony?

--The plaque is the only thing of interest there.

What is the significance of the ruined castle?

--Not much.

What is the significance of the Rec Area?

--There are some interesting tapes and games there.

--Have you noticed the locked door leading north?

How do I get past the locked door with the dial?

--It's a combination lock.

--You could try setting it to every number from 1 to 1000.

--The combination is located in the Lawanda complex.

--It is in the pocket of the lab uniform.

What is the significance of the four dorms?

--They are all identical.

--They make good places to sleep.

What is the significance of the sanitary facilities?

--You won't need to use them. The game isn't THAT realistic.

--They are of no importance.

How do I open the padlock?

--You'll need a key.

--Have you seen a "glint of light" anywhere while exploring?

--It's in the crevice in Admin Corridor South.

--You'll need to use the metal bar.

--It's a magnet.

How do I open the tin can?

- develop the next hint**
- Don't ~~go any further~~ until you've found the can opener.
 - There is no can opener. You must be cheating.
 - There is no way to open the can.

How do I open the door at the south end of the Mess Hall?

- The slot next to the door is important.
- You'll need the kitchen access card.
- It's located beyond the rift.
- It's in the desk in the Small Office. Slide it through the slot.

What is the ladder for?

- It is needed to get past a major obstacle.
- You've probably seen the obstacle.
- The rift.

How can I get food from the dispenser in the kitchen?

- Have you tried pushing the button?
- You'll need something to catch the liquid.
- The octagonal shape of the niche is important.
- Open the canteen and put it in the niche.

CHAPTER FOUR: THE ADMIN/MECH AREA.

Is there any significance to the Physical Plant?

--No. Every large complex of buildings needs one.

Is there any significance to the crack in the corridor floor?

--Yes.

Is there any significance to the de-activated robot?

--Yes, indeed!

--Turn it on.

How do I operate the reactor elevator?

--The slot in the elevator is important.

--You'll need the reactor elevator access pass.

--Don't develop further until you've been on the helicopter trip.

--Cheating again, eh? There's no way to operate that elevator.

How do I fix the reactors?

--Have you opened the repair panel?

--Some of the megafuses seem to be burned out.

--Try replacing the megafuses with the good ones
from the box in Storage East.

--Oh, come now. You haven't been to the reactors, have you?

How do I cross the rift?

--Jumping is a bad idea.

--You'll need an item which you may not have seen yet.

--It's behind the padlocked door.

--Extend the ladder and put it across the rift.

How can I see in the darkened area?

--You'll need a light source.

What is the chemical dispenser for?

--Have you tried pushing any of the buttons on it?

--The flask can be used to hold the chemical fluid.

--The first seven buttons are obviously coolants and catalysts.

--The two white buttons produce an acid and a base.

--You'll need the coolants and catalysts for the Comm Room problem.

What do I do with the acid and base?

--Batteries are made out of acids and bases.

--Have you run into any dangerous creatures? You might be able to use the acid or base as a weapon.

--Actually, these two chemicals are totally useless.

How do I re-assemble the dis-assembled robots?

--A repair robot might be of help.

--Don't go on until you've repaired Achilles.

--There's no way to re-assemble those robots.

What is the significance of the Plan Room and the Systems Monitors?

--There's nothing for you to do in these rooms, but you might pick up some useful information there.

Is there ^{two words} anyway to take the hose?

--What hose?

CHAPTER FIVE: THE ELEVATORS AND TOWER AREA

How do I open the doors in the Elevator Lobby?

--Try pushing the red and blue buttons.

--Then wait a little while.

How do I operate the upper and lower elevators?

--The slot on the control panels is important.

--You'll need to find the respective access passes.

--When you find them, slide them through the slot, and then say
PUSH UP BUTTON or PUSH DOWN BUTTON.

--The upper elevator access card is located beyond the rift.

--It's in the desk in the Small Office.

--Floyd has the lower elevator access card.

--He may give it to you when you use another access card in his
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--I suppose it is where helicopters would land and take off.

How do I enter the Helicopter?

--Try ENTER THE HELICOPTER.

What is the significance of the Observation Deck?

--Nice view of another complex of buildings on a nearby island.

Should I do anything with the birds?

--Try feeding them.

--Birds like insects.

--What birds? What insects?

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--Try pressing the button on it.

--Apparently, it received a transmission from the Feinstein just before the ship blew up.

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--Read the screen. The message is very interesting.

--The message isn't being sent, however.

--You can repair the communication system using the chemical dispenser in the Machine Shop.

--The colored light on the enunciator panel refers to one of the colored buttons on the dispenser.

--Keep pouring the proper chemical fluid into the hole on the console until it is fixed. It will take anywhere from three to five trips.

CHAPTER SIX: THE HELICOPTER TRIP

Where do I find the helicopter?

--You need to use the upper elevator to get to it.

Where do I find the key to the helicopter control panel cover?

--Try reading the green spool using the micro-film reader.

--According to the spool, the key would be in Transportation Supply.

Where do I find the helicopter access card?

--Try reading the green spool using the micro-film reader.

--According to the spool, the card would be in Transportation Supply.

How do I use the helicopter?

--Unless you have the helicopter control panel key and the helicopter access card, don't read any further.

--Use the key to open the control panel cover.

--Use the access card to activate the controls.

--Just tell your intended destination to the voice-controlled autopilot, then sit back and enjoy the trip.

--I wish I knew how you managed to get this far, considering the key and card don't exist.

How can I survive the hurricane?

Change to: what destination should I pick?

--You can't avoid it, since you have to fly over water.

--Have you noticed the manual-override controls?

--Have you noticed the stabilizer buttons?

--Don't you feel pretty silly, considering there's no way to even get the helicopter off the ground?

CHAPTER SEVEN: THE SHUTTLE TRIP

Where do I find the shuttle?

--You need to use the lower elevator to get to it.

How do I operate the shuttle?

--You'll need the shuttle access card. By now you should know how to use these cards.

--You can't operate the shuttle after 6000.

--Hopefully, you can figure out that you want to be in the control cabin facing the set of tracks, not the one facing the blank wall.

How do I use the shuttle controls?

--First, activate the controls (see previous question).

--Pushing the lever up into the "+" position causes the shuttle to accelerate. Pulling the lever down into the "-" position causes the shuttle to decelerate.

--When the lever is in the central position, the shuttle will continue to move at its current velocity.

--The digital display tells the current velocity of the shuttle.

I keep crashing when I arrive at the other station.

--You're going too fast. Decelerate sooner.

--If you're going faster than 20 when you get to the far station, you'll be killed.

--If you're going between 5 and 20 you will survive, but the shuttle will be damaged.

CHAPTER EIGHT: THE SYSTEMS AND LIBRARY AREA

What is the medicine in the infirmary?

--Read the label.

How can I get through the small door in the Repair Room?

--It's too small for you to get through.

--It's "robot-sized".

--Ask Floyd to go through the doorway.

How can I get the cabinets in the Repair Room open?

--You'll have to repair Achilles first.

How can I repair Achilles?

--Waldo won't be of any help (unless you're playing Suspended)

--Try using the micro-film reader to read the brown spool.

--The brown spool is in the Radiation Lab.

--Unfortunately, there's no way to get the brown spool to the micro-film reader.

--There is also no way to repair Achilles.

Is there a good fromitz board anywhere?

--Yes.

--Have you been beyond the small door in the Repair Room?

--You'll have to ask Floyd to get the good fromitz board.

Is there a good bedistor anywhere?

--Yes.

--It's in Storage East, just off Mech Corridor North. You're not doing a very good job of exploring and mapping if you missed it.

What is the significance of Planetary Defense?

--The library might tell you something.

--Apparently, it is an automatic meteor defense. Perhaps this solar system has a high meteor density.

--The system's discrimination circuit seems to have failed.

--This is probably why the Feinstein was destroyed. You'd better repair it.

--Open the access panel.

--Figure out which board is malfunctioning and remove it.

--It's the second board. Take it and put the good fromitz board in the resulting empty socket.

What is the significance of Course Control?

--The library might tell you something about it.

--Apparently, the entire planet was moved into a more favorable but less stable orbit. This system ensures that the planet stays in the proper orbit.

--The course control system seems to be malfunctioning. If the planet was approaching its sun, it would explain the melting ice caps and water level rise.

--You'd better repair this system.

--Try opening the cube and removing the fused bedistor.

--You'll need a tool.

--Use the pliers from the Tool Room to remove the fused bedistor.

--Put the good bedistor into the cube.

What is the significance of this second Physical Plant?

--The most significant thing seems to be its size. It is larger than

its counterpart in the Kalamontee Complex, even though the Lawanda Complex is slightly smaller.

--Perhaps there is a large section of the Lawanda Complex that you haven't seen yet...

-- The cryo-chambers, buried deep underground.

How do I use the computer terminal in the library?

--Firstly, turn it on.

--To select an item in the menu, use the TYPE command. For example, to select item 2, type TYPE 2.

--Typing TYPE / returns you to the next highest menu level (except, of course, if you are at the Main Menu, which is the highest level).

How do I use the micro-film reader?

--It must be turned on.

--The colored spools are spools of micro-film.

--Put one in the opening in the reader.

How do I summon the librarian?

--You can't.

--Really!

CHAPTER NINE: THE PROJCON AND LAB AREA

What is the significance of SanFac F?

--Haven't you realized by now that these SanFacs are of no interest?

What is the significance of the ProjCon Office?

--The library might be of some help.

--It was the main office for the Project.

Is the logo important?

--It also appears on the lab uniform.

--It's yet another little hint about what's going on.

Is the mural important?

--Examination reveals that there might be an area behind it.

--But don't worry about it now.

--When the time comes, you'll know it.

Who is Burstini Bonz?

--Wasn't he the great Respectivist artist who became famous
for painting ~~planet-sized~~ **awesomely phenomenal** murals during the 89th century?

What is the laboratory area for?

--The library might have some information on that.

--It is the laboratory built to find a cure for the Disease.

Is it safe to enter the Bio-Lab?

--Try it.

--Nope, I guess it wasn't. Hope you did a SAVE first.

Is it safe to enter the Radiation-Lab?

--Try it.

--Nope, I guess it wasn't. Hope you did a SAVE first.

Where is the radiation suit?

--It might be down near the Reactors.

--Find a light source, then use the Reactor Access Stairs.

--There's a lamp in the Radiation Lab.

--Going in circles? There's no radiation suit anywhere.

What is the card on the floor of the Bio-Lab?

--Floyd will tell you when he sees it.

--It's for the Miniaturization Booth.

How can I get the card from the Bio-Lab?

--You'll die trying.

--Floyd's a robot. He might be tougher.

--He'll volunteer to get the card if he has a good enough reason.

--Do you know what the card is and what you would use it for?

--The Miniaturization Booth is for repairing the Computer.

--Show Floyd the computer print-out, or let him see the warning light in the Computer Room.

--Then take him into Bio-Lock East and do what he says.

CHAPTER TEN: THE COMPUTER...AND BEYOND

What does the computer do?

--The library might have something on it.

--It runs the automated Project...

--...which is trying to find a cure for the Disease.

What is the significance of the printout?

--It appears that the Project was incredibly close to a successful conclusion.

--Then the computer broke down.

--If you've been in the Repair Room, you'll know that summoning the repair robot didn't help.

--You'll have to fix the computer yourself.

--Use the Miniaturization Booth.

How does the Miniaturization Booth work?

--You'll need the proper access card, of course.

--It's in the Bio-Lab.

--Once you've activated the booth, type the damaged sector number.

-- **Read the print-out.**

--The damaged sector is 384. Type TYPE 384.

--You will then be miniaturized and teleported into the damaged sector, where you can attempt to affect repairs.

I've gotten to Station 384. What do I do now?

--Explore around.

--Have you seen and examined the relay?

--You'll have to figure out a way to remove the speck.

--The laser.

--You must destroy the speck without harming the relay.

--The dial must be set to 1, so that the beam will pass harmlessly through the red translucent exterior of the relay.

--You'll have to shoot the speck a number of times to destroy it.

Is there anyway to communicate with the giant spider?

--Yes.

--Play STARCROSS.

How do I get past the giant microbe?

--Try shooting it with the laser.

--That won't have any effect while the laser is set to 1, of course.

--If you don't keep shooting the microbe, it will get close enough to eat you.

--Repeated shootings of the microbe merely hold it at bay, and sooner or later you're killed when sector 384 comes to life.

--Has the microbe become interested in anything besides you?

--The microbe is attracted to the warmth of the laser.

--When the laser gets warm enough, throw it over the edge of the strip, into the void below. The microbe will leap after it.

How do I get back from the Strip area?

--Go to Station 384.

How do I get out of the Lab Office?

--Opening the door right off isn't a healthy idea.

--There are some buttons on the wall...

--To get a clue, search the desk.

--Have you opened the desk?

--Put on the gas mask, then press the red button.

--Then, move fast. You don't have a millichron to spare.

Omigod!!! The mutants are loose and ~~there~~ after me!!! How do I get rid of them?

they're

--You can't kill them.

--There's only one way to lose them.

--You're very close to the end of the game.

--Did you hear an announcement?

--Remember the mural?

--Go to the ProjCon Office.

--Go south into the elevator and push the button.

CHAPTER ELEVEN: GENERAL QUESTIONS

What do I do with my ID card?

--It's useless.

What happened to everything I was carrying when I fell asleep?

--Do you normally go to sleep holding things? You dropped them while you were sleeping. Check the floor of the room where you slept.

How do I read that crazy native language?

--It's actually a phonetic version of English.

--"X" is used in place of "TH" and "C" is used in place of "CH".

--Double vowels signify the long vowel sound, and single vowels indicate the short vowel sound.

I keep starving to death. What can I eat?

--Didn't you take the survival kit from the safety pod?

--Of course, that doesn't last long.

--There's a can of spam and eggs in Storage West.

--Unfortunately, there's no way to open it.

--You'll have to get into the Kitchen.

--It's just south of the Mess Hall.

Where can I sleep?

--"Civilized people usually sleep in beds."

--If you sleep elsewhere, you might be devoured (by grues?).

--There are beds in the four dorms, and the Infirmary.

--Of course, the bed in the Infirmary is a bad idea for other reasons.

Where can I find a light source?

--Have you tried burning the towel?

--Okay, that didn't work. There IS a lantern somewhere.

--It's in the Radiation Lab.

--You can't enter the Radiation Lab and survive without a radiation suit.

--There is no radiation suit.

--There is no way to get a light source into the dark rooms.

What is a grue?

--Ask the game.

How does the laser work?

--You must be holding it to fire it.

--It has six settings. Each setting produces a different colored beam.

--The battery in it when you find it won't last very long.

--You'll need a fresh battery.

--Open the laser, remove the old battery, and put the new battery in.

Where do I find a new laser battery?

--Have you tried making one?

--Some batteries are made by mixing acids and bases.

--However, there's no way to make your own battery. There is a fresh battery lying around somewhere.

--It's in Lab Storage.

What are megafuses for?

--They're electrical components.

--They're usually used for repairing Reactor systems.

What are fromitz boards for?

--They're electrical components.

--They're usually used for repairing Planetary Defense systems.

What are bedistors for?

--They're electrical components.

--They're usually used for repairing Course Control systems.

I seem to be getting sicker and sicker. Why? What can I do?

--You'll find out when you get to the Library.

--You have contracted the Disease. It is fatal.

--The medicine in the infirmary might help a bit.

--But your only long-term hope is to help bring the Project to its ultimate goal.

I finished the game with less than 80 points. What am I missing?

--You didn't repair all the broken systems.

--Consult the Systems Monitors.

--You must repair the Communication System, the Planetary Defense System, and the Course Control System in order to get the optimum ending.

How Can I talk to Floyd

HOW TO GET ALL 80 POINTS

(use only as a last resort)

- 3 points for entering the Escape Pod.
- 3 points for entering the Crag.
- 2 points for turning Floyd on for the first time.
- 2 points for firing the laser for the first time.
- 4 points for entering Storage West.
- 4 points for entering Admin Corridor North.
- 4 points for entering the Kitchen.
- 4 points for entering the Tower Core.
- 4 points for entering the Kalamontee Platform.
- 4 points for entering the Lawanda Platform.
- 1 point for taking the kitchen access card.
- 1 point for taking the shuttle access card.
- 1 point for taking the upper elevator access card.
- 1 point for taking the lower elevator access card.
- 1 point for taking the miniaturization access card.
- 2 points for Floyd's death.
- 6 points for fixing the communications system.
- 6 points for fixing the planetary defense system.
- 6 points for fixing the course control system.
- 4 points for entering the Strip Near Station.
- 4 points for entering the Auxiliary Booth.
- 8 points for fixing the computer.
- 5 points for entering the Cryo-Elevator.

HAVE YOU TRIED...?

(for your amusement when you've finished the game)

- Reading the graffiti in the Brig?
- Attacking, talking to, or throwing something at Blather?
- Attacking or talking to the ambassador?
- Touching, eating, smelling, or looking at the slime?
- Scrubbing the slime?
- Eating the celery?
- Examining the games and tapes in the Rec Area?
- Looking under the table in the Mess Hall?
- Kicking, rubbing, or kissing Floyd?
- Throwing acid at the mutants?
- Reading your chronometer?
- Taking off your chronometer or pouring acid on it?
- Getting into bed in the Infirmary?
- Scrubbing yourself?
- Reading the towel?
- Removing your uniform while Blather or Floyd were present?
- Destroying the mural?
- "Stealing" the lower elevator card from Floyd and then showing it to him?

***** InvisiClues (tm) for Planetfall (tm) *****

Fourth Draft

6/14/83

CHAPTER ONE: ABOARD THE FEINSTEIN

How do I get past Blather?

--There's no way to get beyond Deck Eight or the Reactor Lobby.

--Really! There's no way!

How can I get Blather to stop giving me demerits?

--Scrub harder?

--I wouldn't worry too much; demerits aren't that important.

What do I do about Lieutenant Measle?

--All he wants is some information for your records.

--Ahem. Lieutenant Measle???

What should I do with the Ambassador?

--Enjoy his company. He's just there to liven up the game opening.

How can I get the translator from the Ambassador?

--You can't.

How can I get the celery from the Ambassador?

--You can't.

How can I get the map from the Ambassador?

--The Ambassador doesn't have any map!

What should I do in the Galley?

--Try eating the stew.

--Did you find the handbook for programming auto-pilots?

--How did you get to a non-existent place?

How do I get out of the Brig?

--The best way to get out is to never get thrown in.

--If you don't upset Blather by leaving your post, you'll never get thrown in the Brig.

--Once you're in the Brig, there's no way out.

The Feinstein keeps blowing up! How can I prevent it?

--It might be a malfunction in the Hyperspatial Jump Machinery Room.

--Of course, since you can't enter that room, you'll never know.

--There's no way to prevent it, and you won't find out until later what caused it. Best thing to do is try to survive the shipwreck.

Is there any way to open the escape pod bulkhead?

--It opens automatically during any emergency.

--For example, when the Feinstein begins exploding.

CHAPTER TWO: THE POD TRIP

How do I control the pod?

--The controls are entirely automated.

--Sit back and relax. Let the auto-pilot do the driving.

I keep getting killed during the pod trip. Help!

--Are you standing?

--The adjective associated with the web is notable.

--Get in the safety web and don't stand until you've landed.

Is there any way to keep the pod from falling into the water?

--No.

Should I take the emergency provisions that appear?

--It's always a good idea in adventure games to take anything that you can carry.

How do I leave the pod once it has landed?

--Have you tried opening the door?

--You can't reach the door while you're still in the web.

--Once the door is open, either UP or OUT works.

--Needless to say, don't dally too long.

I keep drowning underwater. How can I avoid this?

--The water is a dangerous place to be. Leave it immediately.

--There is light filtering down from above.

--Say UP.

CHAPTER THREE: THE DORMITORY AREA

What is the significance of the Balcony?

--The plaque is the only thing of interest there.

What is the significance of the ruined castle?

--Not much.

What is the significance of the Rec Area?

--There are some interesting tapes and games there.

--Have you noticed the locked door leading north?

How do I get past the locked door with the dial?

--It's a combination lock.

--You could try setting it to every number from 1 to 1000.

--The combination can be found in the lab area.

--It is in the pocket of the lab uniform.

What is the significance of the four dorms?

--They are all identical.

--They make good places to sleep.

What is the significance of the sanitary facilities?

--You won't need to use them. The game isn't THAT realistic.

--They are of no importance.

How do I open the padlock?

--You'll need a key.

--Have you seen a "glint of light" anywhere while exploring?

--It's in the crevice in Admin Corridor South.

--You can't reach it with your hands. You'll need something else.

--The curved metal bar.

--It's a magnet. Try holding it over the key.

How do I open the tin can?

--Don't develop the next hint until you've found the can opener.

--There is no can opener. You must be cheating.

--There is no way to open the can.

How do I open the door at the south end of the Mess Hall?

--The slot next to the door is important.

--You'll need the kitchen access card.

--It's located beyond the rift.

--It's in the desk in the Small Office. Slide it through the slot.

What is the ladder for?

--It is needed to get past a major obstacle.

--You've probably seen the obstacle.

--The rift.

How can I get food from the dispenser in the kitchen?

--Have you tried pushing the button?

--You'll need something to catch the liquid.

--The octagonal shape of the niche is important.

--Open the canteen and put it in the niche.

CHAPTER FOUR: THE ADMIN/MECH AREA.

Is there any significance to the Physical Plant?

--No. Every large complex of buildings needs one.

Is there any significance to the crack in the corridor floor?

--Yes.

Is there any significance to the de-activated robot?

--Yes, indeed!

--Turn it on.

How do I operate the reactor elevator?

--The slot in the elevator is important.

--You'll need the reactor elevator access pass.

--Don't develop further until you've been on the helicopter trip.

--Cheating again, eh? There's no way to operate that elevator.

How do I fix the reactors?

--Have you opened the repair panel?

--Some of the megafuses seem to be burned out.

--Try replacing the megafuses with the good ones
from the box in Storage East.

--Oh, come now. You haven't been to the reactors, have you?

How do I cross the rift?

--Jumping is a bad idea.

--You'll need an item which you may not have seen yet.

--It's behind the padlocked door.

--Extend the ladder and put it across the rift.

How can I see in the darkened area?

--You'll need a light source.

What is the chemical dispenser for?

--Have you tried pushing any of the buttons on it?

--The flask can be used to hold the chemical fluid.

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--What hose?

CHAPTER FIVE: THE ELEVATORS AND TOWER AREA

How do I open the doors in the Elevator Lobby?

--Try pushing the red and blue buttons.

--Then wait a little while.

How do I operate the upper and lower elevators?

--The slot on the control panels is important.

--You'll need to find the respective access passes.

--When you find them, slide them through the slot, and then say
PUSH UP BUTTON or PUSH DOWN BUTTON.

--The upper elevator access card is located beyond the rift.

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--Try ENTER THE HELICOPTER.

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--Nice view of another complex of buildings on a nearby island.

Should I do anything with the birds?

--Try feeding them.

--Birds like insects.

--What birds? What insects?

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--According to the spool, the key would be in Transportation Supply.

Where do I find the helicopter access card?

--Try reading the green spool using the micro-film reader.

--According to the spool, the card would be in Transportation Supply.

How do I use the helicopter?

--Unless you have the helicopter control panel key and the helicopter access card, don't read any further.

--Use the key to open the control panel cover.

--Use the access card to activate the controls.

--Just tell your intended destination to the voice-controlled auto-pilot, then sit back and enjoy the trip.

--I wish I knew how you managed to get this far, considering the key and card don't exist.

What destination should I select?

--Where would you expect to find people?

--A large city, perhaps?

--Try the capital city of Resida, Pilandoor.

--Don't you feel pretty silly, considering there's no way to even get the helicopter off the ground?

CHAPTER SEVEN: THE SHUTTLE TRIP

Where do I find the shuttle?

--You need to use the lower elevator to get to it.

How do I operate the shuttle?

--You'll need the shuttle access card. By now you should know how to use these cards.

--You can't operate the shuttle after 6000.

--Hopefully, you can figure out that you want to be in the control cabin facing the set of tracks, not the one facing the blank wall.

How do I use the shuttle controls?

--First, activate the controls (see previous question).

--Pushing the lever up into the "+" position causes the shuttle to accelerate. Pulling the lever down into the "-" position causes the shuttle to decelerate.

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--Read the label.

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--It's too small for you to get through.

--It's "robot-sized".

--Ask Floyd to go through the doorway.

How can I get the cabinets in the Repair Room open?

--You'll have to repair Achilles first.

How can I repair Achilles?

--Waldo won't be of any help (unless you're playing SUSPENDED).

--Try using the micro-film reader to read the brown spool.

--The brown spool is in the Radiation Lab.

--Unfortunately, there's no way to get the brown spool to the micro-film reader.

--There is also no way to repair Achilles.

Is there a good fromitz board anywhere?

--Yes.

--Have you been beyond the small door in the Repair Room?

--You'll have to ask Floyd to get the good fromitz board.

Is there a good bedistor anywhere?

--Yes.

--It's in Storage East, just off Mech Corridor North. You're not doing a very good job of exploring and mapping if you missed it.

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--The library might tell you something.

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--Open the access panel.

--Figure out which board is malfunctioning and remove it.

--It's the second board. Take it and put the good fromitz board in the resulting empty socket.

What is the significance of Course Control?

--The library might tell you something about it.

--Apparently, the entire planet was moved into a more favorable but less stable orbit. This system ensures that the planet stays in the proper orbit.

--The course control system seems to be malfunctioning. If the planet was approaching its sun, it would explain the melting ice caps and water level rise.

--You'd better repair this system.

--Try opening the cube and removing the fused bedistor.

--You'll need a tool.

--Use the pliers from the Tool Room to remove the fused bedistor.

--Put the good bedistor into the cube.

What is the significance of this second Physical Plant?

--The most significant thing seems to be its size. It is larger than

its counterpart in the Kalamontee Complex, even though the Lawanda Complex is slightly smaller.

--Perhaps there is a large section of the Lawanda Complex that you haven't seen yet...

--...such as the cryo-chambers, buried deep underground.

How do I use the computer terminal in the library?

--Firstly, turn it on.

--To select an item in the menu, use the TYPE command. For example, to select item 2, type TYPE 2.

--Typing TYPE 0 returns you to the next highest menu level (except, of course, if you are at the Main Menu, which is the highest level).

How do I use the micro-film reader?

--It must be turned on.

--The colored spools are spools of micro-film.

--Put one in the opening in the reader.

How do I summon the librarian?

--You can't.

--Really!

CHAPTER NINE: THE PROJCON AND LAB AREA

What is the significance of SanFac F?

--Haven't you realized by now that these SanFacs are of no interest?

What is the significance of the ProjCon Office?

--The library might be of some help.

--It was the main office for the Project.

Is the logo important?

--It also appears on the lab uniform.

--It's yet another little hint about what's going on.

Is the mural important?

--Examination reveals that there might be an area behind it.

--But don't worry about it now.

--When the time comes, you'll know it.

Who is Burstini Bonz?

--Wasn't he the great Respectivist artist who became famous
for painting awesomely phenomenal murals during the 89th century?

What is the laboratory area for?

--The library might have some information on that.

--It is the laboratory built to find a cure for the Disease.

Is it safe to enter the Bio-Lab?

--Try it.

--Nope, I guess it wasn't. Hope you did a SAVE first.

Is it safe to enter the Radiation-Lab?

--Try it.

--Nope, I guess it wasn't. Hope you did a SAVE first.

Where is the radiation suit?

--It might be down near the Reactors.

--Find a light source, then use the Reactor Access Stairs.

--There's a lamp in the Radiation Lab.

--Going in circles? There's no radiation suit anywhere.

What is the card on the floor of the Bio-Lab?

--Floyd will tell you when he sees it.

--It's for the Miniaturization Booth.

How can I get the card from the Bio-Lab?

--You'll die trying.

--Floyd's a robot. He might be tougher.

--He'll volunteer to get the card if he has a good enough reason.

--Do you know what the card is and what you would use it for?

--The Miniaturization Booth is for repairing the Computer.

--Show Floyd the computer print-out, or let him see the warning light in the Computer Room.

--Then take him into Bio-Lock East and do what he says.

CHAPTER TEN: THE COMPUTER...AND BEYOND

What does the computer do?

- The library might have something on it.
- It runs the automated Project...
- ...which is trying to find a cure for the Disease.

What is the significance of the printout?

- It appears that the Project was incredibly close to a successful conclusion.
- Then the computer broke down.
- If you've been in the Repair Room, you'll know that summoning the repair robot didn't help.
- You'll have to fix the computer yourself.
- Use the Miniaturization Booth.

How does the Miniaturization Booth work?

- You'll need the proper access card, of course.
- It's in the Bio-Lab.
- Once you've activated the booth, type the damaged sector number.
- Have you read the print-out?
- The damaged sector is 384. Type TYPE 384.
- You will then be miniaturized and teleported into the damaged sector, where you can attempt to effect repairs.

I've gotten to Station 384. What do I do now?

- Explore around.
- Have you seen and examined the relay?
- You'll have to figure out a way to remove the speck.

--The laser.

--You must destroy the speck without harming the relay.

--The dial must be set to 1, so that the beam will pass harmlessly through the red translucent exterior of the relay.

--You'll have to shoot the speck a number of times to destroy it.

Is there anyway to communicate with the giant spider?

--Yes.

--Play STARCROSS.

How do I get past the giant microbe?

--Try shooting it with the laser.

--That won't have any effect while the laser is set to 1, of course.

--If you don't keep shooting the microbe, it will get close enough to eat you.

--Repeated shootings of the microbe merely hold it at bay, and sooner or later you're killed when sector 384 comes to life.

--Has the microbe become interested in anything besides you?

--The microbe is attracted to the warmth of the laser.

--When the laser gets warm enough, throw it over the edge of the strip, into the void below. The microbe will leap after it.

How do I get back from the Strip area?

--Go to Station 384.

How do I get out of the Lab Office?

--Opening the door right off isn't a healthy idea.

--There are some buttons on the wall...

--To get a clue, search the desk.

--Have you opened the desk?

--Put on the gas mask, then press the red button.

--Then, move fast. You don't have a millichron to spare.

Omigod!!! The mutants are loose and they're after me!!! How do I get rid of them?

--You can't kill them.

--There's only one way to lose them.

--You're very close to the end of the game.

--Did you hear an announcement?

--Remember the mural?

--Go to the ProjCon Office.

--Go south into the elevator and push the button.

CHAPTER ELEVEN: GENERAL QUESTIONS

What do I do with my ID card?

--It's useless.

What happened to everything I was carrying when I fell asleep?

--Do you normally go to sleep holding things? You dropped them while you were sleeping. Check the floor of the room where you slept.

How do I read that crazy native language?

--It's actually a phonetic version of English.

--"X" is used in place of "TH" and "C" is used in place of "CH".

--Double vowels signify the long vowel sound, and single vowels indicate the short vowel sound.

I keep starving to death. What can I eat?

--Didn't you take the survival kit from the safety pod?

--Of course, that doesn't last long.

--There's a can of spam and eggs in Storage West.

--Unfortunately, there's no way to open it.

--You'll have to get into the Kitchen.

--It's just south of the Mess Hall.

Where can I sleep?

--"Civilized people usually sleep in beds."

--If you sleep elsewhere, you might be devoured (by grues?).

--There are beds in the four dorms, and the Infirmary.

--Of course, the bed in the Infirmary is a bad idea for other reasons.

Where can I find a light source?

--Have you tried burning the towel?

--Okay, that didn't work. There IS a lantern somewhere.

--It's in the Radiation Lab.

--You can't enter the Radiation Lab and survive without a radiation suit.

--There is no radiation suit.

--There is no way to get a light source into the dark rooms.

What is a grue?

--Ask the game.

How can I use the teleportation booths?

--You'll have to find the teleportation access card first.

--It's in the lab area, which you may not have been to yet.

--It's in the pocket of the lab uniform.

--Slide the card thru the slot, then press the button corresponding to the booth you want to teleport to.

How does the laser work?

--You must be holding it to fire it.

--It has six settings. Each setting produces a different colored beam.

--The battery in it when you find it won't last very long.

--You'll need a fresh battery.

--Open the laser, remove the old battery, and put the new battery in.

Where do I find a new laser battery?

--Have you tried making one?

--Some batteries are made by mixing acids and bases.

--However, there's no way to make your own battery. There is a fresh battery lying around somewhere.

--It's in Lab Storage.

What are megafuses for?

--They're electrical components.

--They're usually used for repairing Reactor systems.

What are fromitz boards for?

--They're electrical components.

--They're usually used for repairing Planetary Defense systems.

What are bedistors for?

--They're electrical components.

--They're usually used for repairing Course Control systems.

I seem to be getting sicker and sicker. Why? What can I do?

--You'll find out when you get to the Library.

--You have contracted the Disease. It is fatal.

--The medicine in the Infirmary might help a bit.

--But your only long-term hope is to help bring the Project to its ultimate goal.

I finished the game with less than 80 points. What am I missing?

--You didn't repair all the broken systems.

--Consult the Systems Monitors.

--You must repair the Communication System, the Planetary Defense System, and the Course Control System in order to get the optimum ending.

How can I talk to Floyd?

--He has to be on, of course.

--Talk to him the same way you would talk to any other character in the game: FLOYD, EAT MY CAKE (for example).

HOW TO GET ALL 80 POINTS

(use only as a last resort)

- 3 points for entering the Escape Pod.
- 3 points for entering the Crag.
- 2 points for turning Floyd on for the first time.
- 2 points for firing the laser for the first time.
- 4 points for entering Storage West.
- 4 points for entering Admin Corridor North.
- 4 points for entering the Kitchen.
- 4 points for entering the Tower Core.
- 4 points for entering the Kalamontee Platform.
- 4 points for entering the Lawanda Platform.
- 1 point for taking the kitchen access card.
- 1 point for taking the shuttle access card.
- 1 point for taking the upper elevator access card.
- 1 point for taking the lower elevator access card.
- 1 point for taking the miniaturization access card.
- 2 points for Floyd's death.
- 6 points for fixing the communications system.
- 6 points for fixing the planetary defense system.
- 6 points for fixing the course control system.
- 4 points for entering the Strip Near Station.
- 4 points for entering the Auxiliary Booth.
- 8 points for fixing the computer.
- 5 points for entering the Cryo-Elevator.

HAVE YOU TRIED...?

(for your amusement when you've finished the game)

- Reading the graffiti in the Brig?
- Attacking, talking to, or throwing something at Blather?
- Attacking or talking to the ambassador?
- Touching, eating, smelling, or looking at the slime?
- Scrubbing the slime?
- Eating the celery?
- Examining the games and tapes in the Rec Area?
- Looking under the table in the Mess Hall?
- Kicking, attacking, rubbing, or kissing Floyd?
- Throwing acid at the mutants?
- Reading your chronometer?
- Taking off your chronometer or pouring acid on it?
- Getting into bed in the Infirmary?
- Scrubbing yourself?
- Reading the towel?
- Removing your uniform while Blather or Floyd were present?
- Destroying the mural?
- "Stealing" the lower elevator card from Floyd and then showing it to him?
- Giving Floyd the Lazarus breast plate?

Misc G/R stuff



Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

INFOCOM

SURVIVOR

ESTIMATE

PLANETFALL

Agency Time:

Creative Direction	\$ 150
Copy Concept	3,500
Copywriting	2,000
Copy Revisions	700
Creative Coordination	800
Art Concept	2,500
Layout	2,500
Art Direction	5,600
Type Specing	1,000
Comp	500
Finished Art	2,000
Mechanical	4,500
Illustration	2,000
Studio Supervision	3,000
Print Production Supervision	3,500
Account Services	<u>7,000</u>
Subtotal	<u>\$41,250</u>

Materials and Services:

Photostats	\$ 600
Typography	3,800
Photographer's Fee	500
Film Processing	100
Prints	100
Illustration	3,900

Ballparks 20,000 Quantities:

Diary	6,000 - 30¢
Manual	10,600 - 54¢
Folder	17,000 - 85¢
Three Postcards	6,000 - 30¢
Badge	<u>5,000 - 25¢</u>
Subtotal	<u>\$53,600</u>
Job Total	<u><u>\$94,850</u></u>

G/R Traffic

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

To: Sally/Allan
From: Dean
Subject: INF3-203 Survivor

Date: 3-22-83

OUTSIDE PACKAGE (PORTFOLIO) 4C, Die Cut

3/21	End of Week	-Concept Presentation
TBD	TBD TBD	-Illustration to be ordered
4/7	THU	-1st draft copy & layout due to A.E.
4/25	MON	-Final approved copy due to Traffic/AD/CW
5/4	WED	-Mechanical due to A.E. for Client approval
5/10	TUE	-Approved mechanical due to Production
6/14	THU	-Ship
6/15	WED	-Delivery to Research Packaging

SLIP SHEET 2C, 1 page

3/21	End of Week	-Concept presentation
4/25	MON	-1st draft copy & layout due to A.E.
5/4	WED	-Final approved copy due to Traffic/AD/CW
5/16	MON	-Mechanical due to A.E. for Client approval
5/24	TUE	-Approved mechanical due to Production
6/14	TUE	-Ship
6/15	WED	-Delivery to Research Packaging

DIARY 12 pages, 2C

3/21	End of Week	-Concept presentation
4/18	MON	-1st draft copy & layout due to A.E.
5/2	MON	-Final approved copy due to Traffic/AD/CW
5/11	WED	-Mechanical due to A.E. for Client approval
5/17	TUE	-Approved mechanical due to Production
6/14	TUE	-Ship
6/15	WED	-Delivery to Research Packaging

MANUAL 6 pages, 2C

3/21	End of Week	-Concept presentation
4/11	MON	-Input to Copywriter for manual
4/25	MON	-1st draft copy & layout due to A.E.
5/2	MON	-Final approved copy due to Traffic/AD/CW
5/11	WED	-Mechanical due to A.E. for Client approval
5/17	TUE	-Approved mechanical due to Production
6/14	TUE	-Ship
6/15	WED	-Delivery to Research Packaging

I.D. BADGE plastic

3/21	End of Week	-Concept Presentation
4/12	TUE	-1st draft copy & layout due to A.E.
4/21	THU	-Final approved copy due to Traffic/AD/CW
5/3	TUE	-Mechanical due to A.E. for Client approval
5/10	TUE	-Approved mechanical due to Production
6/14	TUE	-Ship
6/15	WED	-Delivery to Research Packaging



Giardini/Russell Inc., 100 Galen Street, Watertown, Ma. 02172, (617) 926-5030

Copy

Client: Infocom
Title: sFII: More names

Date: 3/31/83
Number: INF3-203

BAIL OUT

DERELICT

TO HELL IN A HANDBASKET

11,344: A SPACE ODDITY

AS THE WORLD ENDS

THE MAN IN THE GRAY FLANNEL SPACESUIT

THE LOST PLANET OF NEW CLEVELAND

REBEL WITHOUT A COSMOS

→ FREE FALL

JETTISONED

DRIFTER

THE POINT OF NO RETURN

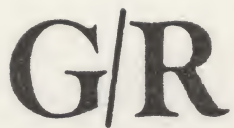
PLANET FALL

PLANNING FALL

PLANETFALL

PLANETFALL

PLANNETALL



Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

PLANETFALL

Discussion Outline

KEY BUZZ WORDS:

- Best way to describe the game to the trade press (magazine editors)?
 - ✓ Light-hearted science fiction adventure? Space farce? Space comedy?
 - Looking for ideas on just the right words to work in humorous aspects?

GAME POSITIONING:

- Is it fair to call Planetfall the third in a series of science fiction games from Infocom? Or does this game stand alone in its presentation? Not part of a series as in the case of the "Interlogic Mystery Series?"

THE PLOT:

- In a sentence or two, we need to describe the central plot. In other words, what is the challenge for the player?

NEW ELEMENTS:

- Elaborate on how time aspect works? Different actions and movements will take different amounts of game time? Contrast to other games?
- Elaborate on sleeping aspect? Players will have to find food, but that happens in a lot of games. Tie in the fact the game takes place over several days (of course game time, not real time)?
- Presence of Floyd? Why is this such a strong second character? Certain actions and events revolving around Floyd? Contrast to other games?

PACKAGING:

- It's early in the process, but is there anything we can say about the packaging that makes it unique? As the game board in SUSPENDED? Anything more we can say at this time than the "usual unique packaging" from Infocom?

THE AUTHOR:

- Steve is the author? Relationship with Mike Berlyn? Is Mike supervising the project? Worth mentioning Mike at all; take advantage of Mike's reputation with editors?

STEVE'S BACKGROUND:

- Elaborate on how Steve's participation in the Infocom development (as a company) has helped his game writing? How has Steve contributed to the company in the past?

THE MESSAGE: IN SUMMARY

- Have we touched on all the important themes to impress upon editors? All the aspects that make PLANETFALL unique in its own right? Specifically, why it's just not another game from Infocom? The latest game out should always be billed in general terms as the best because the company strives to constantly improve its products?

PRICE:

- Recently, we have received requests from editors to include the price of the products in PR releases? Any objection from your end? What will game sell for?

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom

Date: 4/12/83

Title: PLANETFALL Packaging

Number: INF3-203

POST CARDS .

(Postcard I)

(Front)

Greetings from

ACCARDI-3

(Back)

THE FABULOUS ACCARDI-3 BELT--Name your pleasure! From Sphyconian slime races to robot-taxi joyrides on Benjamin's Folly to the exotic anatomical charms of the Gabrillic Hyphenated Women, a hundred worlds and a thousand thrills await you throughout "The Galaxy's Playground".

Novelties by Infocom, Inc., 55 Wheeler St., Cambridge, MA Earth 02138

(Credit line for either postcard company or artist)

POST CARD

Your Stamp Here

G/R

PLANETFALL POST CARDS

Date: 4/12/83

Number: INF3-203

Page: Page 2

(Postcard II)

(Front)

Wriggle on over to

NEBULON

"Home of the Worm People"

(Back)

*NEBULON—The quaint and colorful inhabitants
of this grand old planet are sure to "worm" their
way into the hearts of visiting tourists.*

Novelties by Infocom, Inc., 55 Wheeler St., Cambridge MA Earth 02138

(Credit line for either postcard company or artist)

SOUVENIR POSTCARD

Your Stamp Here

G/R

PLANETFALL POST CARDS

Date: 4/12/83

Number: INF3-203

Page: 3

(Postcard III)

(Front)

hello

FROM *Historic* RAMOS II

(Back)

RAMOS II, WHERE YESTERYEAR LIVES ON—

*The "Circuit of the Double Suns" has something
for every nostalgic soul: genuine rocketship
rides, ancient Plutonium Age battlefields,
even old-fashioned mutant hunting.*

Novelties by Infocom, Inc., 55 Wheeler St., Cambridge MA Earth 02138

(Credit line for either postcard company or artist)

THE Infocom (logo) CARD

Your Stamp Here

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom

Date: 4/12/83

Title: PLANETFALL Packaging

Number: INF3-203

OUTSIDE PACKAGE COPY

(Front)

A vacation like this makes you appreciate Bayonne, New Jersey.

PLANETFALL™

Infocom (logo)

(Spine)

PLANETFALL™

Infocom (logo)

G/R

PLANETFALL Outside Package Copy

Date: 4/12/83

Number: INF3-203

Page: 2

(Back)

(Lead-in)

Your dream holiday goes up in smoke
when you're jettisoned from an exploding spacecraft
onto a flood-ravaged, plague-stricken,
mutant beast-infested world that must be saved
before it plunges into its sun--only to discover that
someone's stolen your travelers' checks.

WHAT WILL YOU DO?

(Copy)

Lovers of famine, pestilence, wasting diseases, and cosmic catastrophe
everywhere, rejoice! Infocom's new PLANETFALLTM, the heart-warming
tale of a boy and his robot, is in your hands.

Never before has any game offered so many, varied, and realistic
experiences. You'll actually sense the passage of time and the need for
food and sleep, not to mention the invigorating sensation of knowing
that at any moment you may be murdered, maimed, drowned, infected by
deadly illnesses, driven insane, or microwaved as you find your place
in the rapidly approaching sun.

So brace yourself, adventurer. Because you're about to check in at the
113th Century, and the armpit of the universe. Even Karl Malden can't
save you now.



PLANETFALL Outside

Pakage Copy

Page 3

(Subhead)

Nothing gets you away from it all like Infocom's prose

(Copy)

Like all Infocom prose excursions into the extraordinary, PLANETFALLTM is designed to stimulate your imagination as nothing else in computer game software can. Because instead of putting funny little creatures on your screen, we put you inside the story. And we confront you with startlingly realistic environments, alive with situations, personalities, and logical puzzles the like of which you won't find elsewhere. The secret? We've found the way to plug our prose right into your imagination, and catapult you into a whole new dimension.

(Subhead)

Don't miss these scenic, spectacular, best selling Infocom adventure packages!

ZORK^R, the classic underground trilogy

DEADLINETM, the first great mystery of the computer age

WITNESSTM, a hard-boiled whodunit thriller of the Thirties

STARCROSSTM, our science fiction mindbender from light years away

PLANETFALL Outside

Package Copy



Date: 4/12/83
Number: INF3-203

Page 4

SUSPENDEDTM, a cryogenic nightmare on the edge of the far future

Step up to Infocom. All words. No pictures. The secret reaches of your mind are beckoning. A whole new dimension is in there waiting for you.

G/R Copy

Giardini/Russell Inc., 100 Galen Street, Watertown, MA 02172, 617-926-5030

Client: Infocom

Date: 4/25/83

Title: PLANETFALL Packaging

Number: INF3-203

OUTSIDE PACKAGE

(Front)

STELLAR PATROL: SPECIAL ASSIGNMENT FORCE

But even your expert technical training
won't save you now.

PLANETFALLTM

Infocom (logo)

(Spine)

PLANETFALLTM

Infocom

G/R

PLANETFALL: Outside Package

Date: 4/25/83

Number: INF3-203

Page: 2

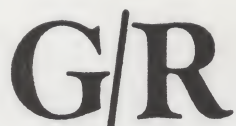
(Back)

IT'S NOT JUST A JOB--IT'S AN ADVENTURE!

(Copy)

"Join the Patrol, and see the Galaxy!" You'd taken the poster's advice, bait and all, and marched right over to the recruitment station near your home on one of Gallium's backwater moons. A youth's dreams of exotic worlds, strange and colorful aliens, and Deep Space heroism had danced in your head as you signed the dotted line. Fifteen millichrons later, you'd emerged with a buzz-cut scalp and a permanent layer of de-licing spray covering your body. Also, there was a mop in your hand. You'd been commissioned Ensign 7th Class, Code KP3: licensed to swab. And since that day, the closest you've come to Deep Space heroism was scrubbing down the radioactive leper colony on Lazarus-9.

But suppose that jumbo fortune cookie you got at Qwang's Take-out Asteroid last shoreleave was right, and your luck does take a turn for the better. Maybe you will indeed narrowly escape disaster. Perhaps you really are about to take an unexpected journey, and meet a short, mysterious stranger. It's even possible that you'll actually travel to an unknown corner of the universe, where you'll save a doomed planet--or die in the attempt. In fact, we'll guarantee it--every last crumb of it. Because that's just the way the cookie crumbles, here in the next dimension.



PLANETFALL: Outside Package

Date: 4/25/83

Number: INF3-203

Page: 3

(Subhead)

Become part of the Few. The Proud. The Infocom games.

(Copy)

Like all Infocom prose games, PLANETFALLTM is designed to stimulate your imagination as nothing else in computer game software can. You don't just make moves in these games; you actually experience such sensations as hunger, exhaustion, and danger--and you do so right down to your marrow. Because instead of putting funny little creatures on your screen, we put you inside the story. And we confront you with startlingly realistic environments, alive with situations, personalities, and logical puzzles the like of which you won't find elsewhere. The secret? We've found the way to plug our prose right into your imagination, and catapult you into a whole new dimension.

(Subhead)

After PLANETFALL, you'll want to re-up with these Infocom bestsellers.

(Copy)

ZORK^R, the classic underground trilogy

DEADLINETM, the first great mystery of the computer age

WITNESSTM, our hard-boiled whodunit thriller of the Thirties

STARCROSSTM, the astounding science fiction mindbender

SUSPENDEDTM, a cryogenic nightmare on the edge of the far future

G/R

PLANETFALL: Outside Package

Date: 4/25/83

Number: INF3-203

Page: 4

Step up to Infocom. All words. No pictures. The secret reaches of your mind are beckoning. A whole new dimension is in there waiting for you.

(Product caption)

Scientifically sealed inside each PLANETFALL package by means of Space Age shrink wrap technology: your disk, Stellar Patrol brochure/documentation, Special Assignment Force I.D. card, personal diary, and three (3) colorful picture postcards from some of the Universe's swankiest tourist traps.

Infocom (logo)

The next dimension.

Infocom, Inc., 55 Wheeler St., Cambridge, MA 02138

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ZORK is a registered trademark of Infocom, Inc.

DEADLINE, WITNESS, STARCROSS, SUSPENDED, and PLANETFALL are trademarks of Infocom, Inc.

STELLER PATROL: SPECIAL ASSIGNMENT FORCE

But even your expert technical training
won't save you now.



STELLER PATROL: SPECIAL ASSIGNMENT FORCE
But even your expert technical training
won't save you now.



INFOCOM

IT'S NOT JUST A JOB IT'S AN ADVENTURE!

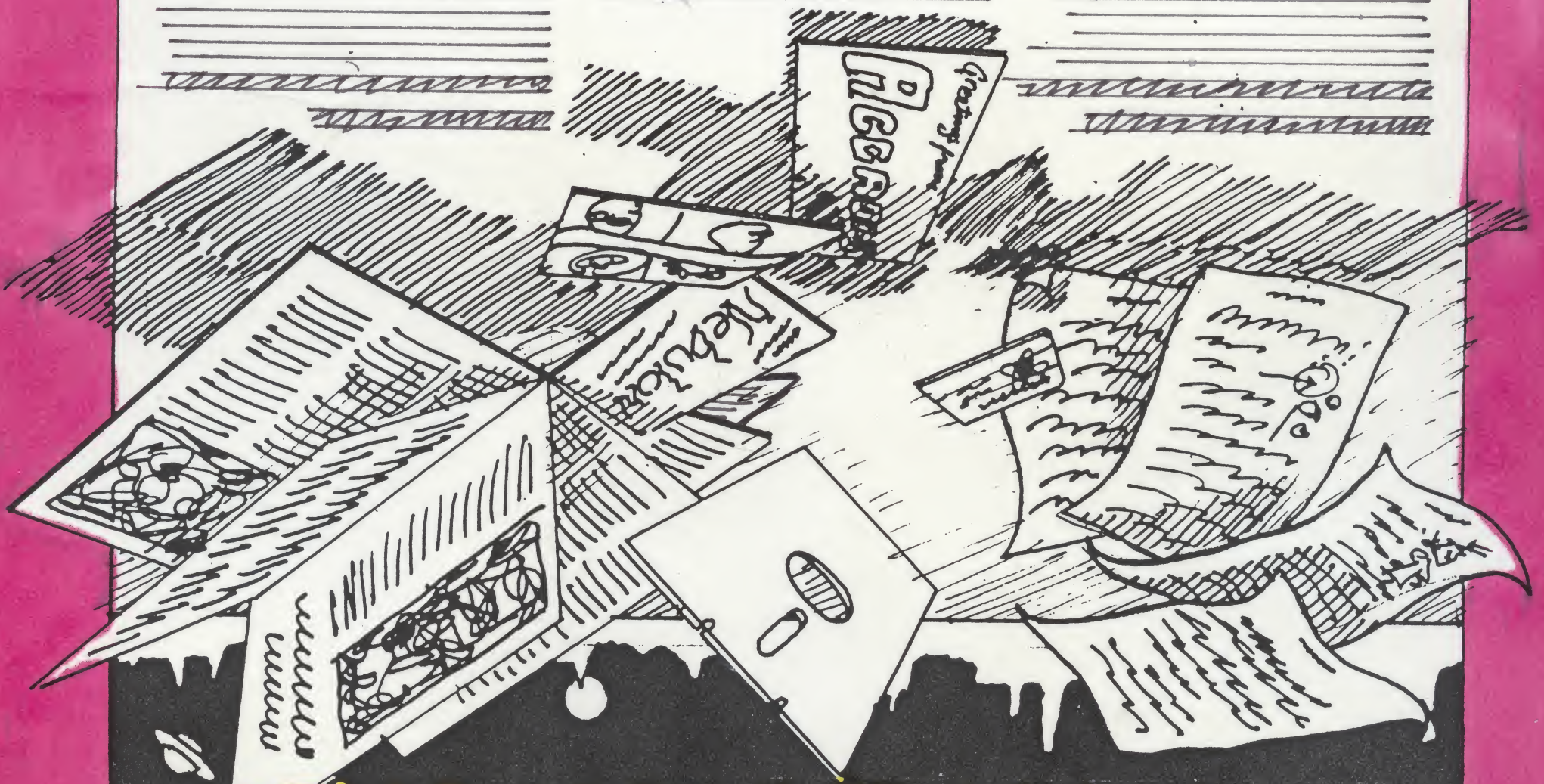
The illustration depicts a desk or workspace filled with various items. On the left, there are several sheets of paper with handwritten text and drawings. One paper prominently features the word 'Nebula' and another shows 'Pigeon'. A small clock is visible on the desk. In the background, a dark sky with a small celestial body (moon or planet) is visible. The overall style is a simple line drawing with a focus on the cluttered desk and the papers scattered on it.

MF0COM



IT'S NOT JUST A JOB
IT'S AN ADVENTURE!

INFOCOM



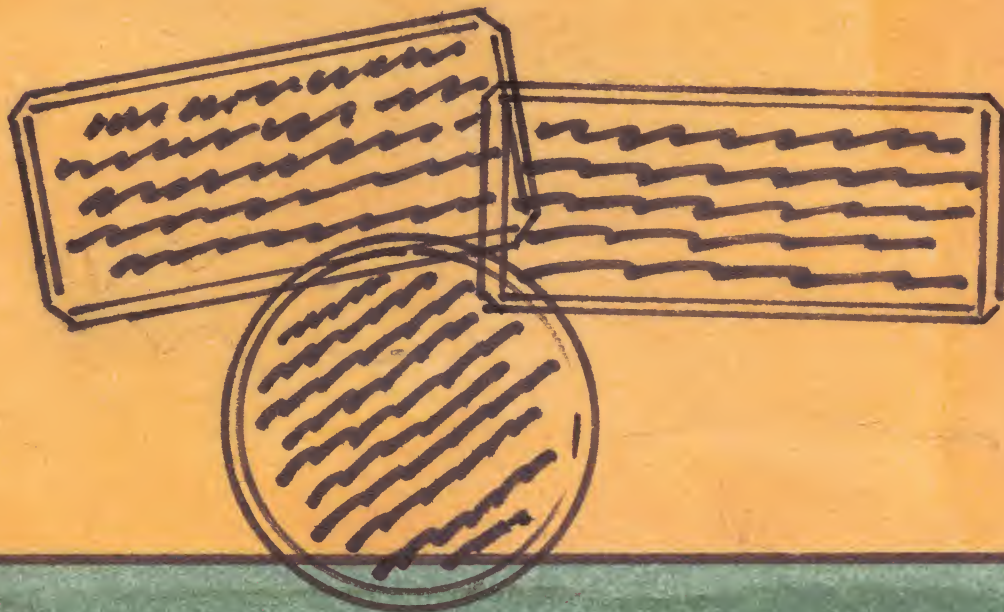
IT'S NOT JUST A JOB
IT'S AN ADVENTURE!

ENCLOSURE 1

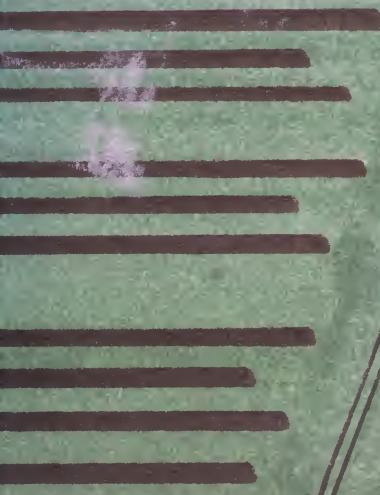
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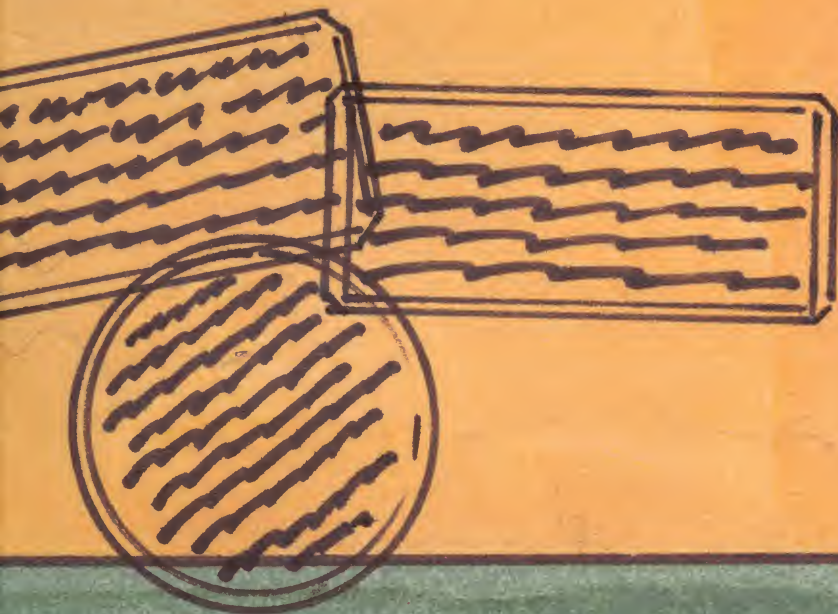


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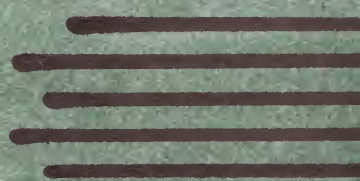
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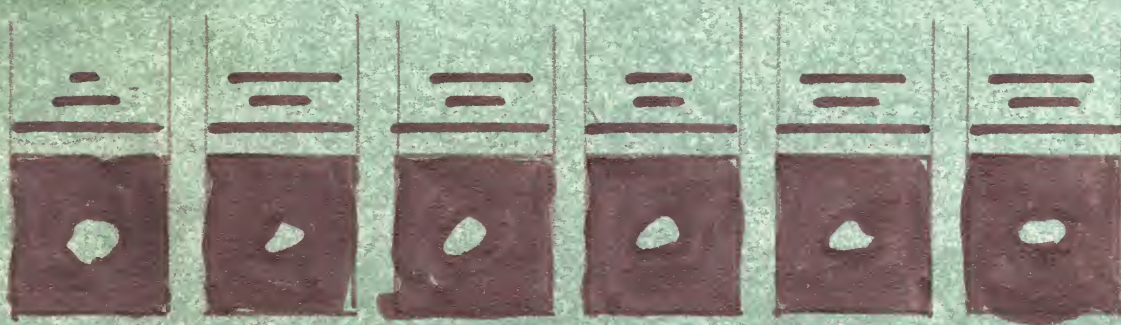
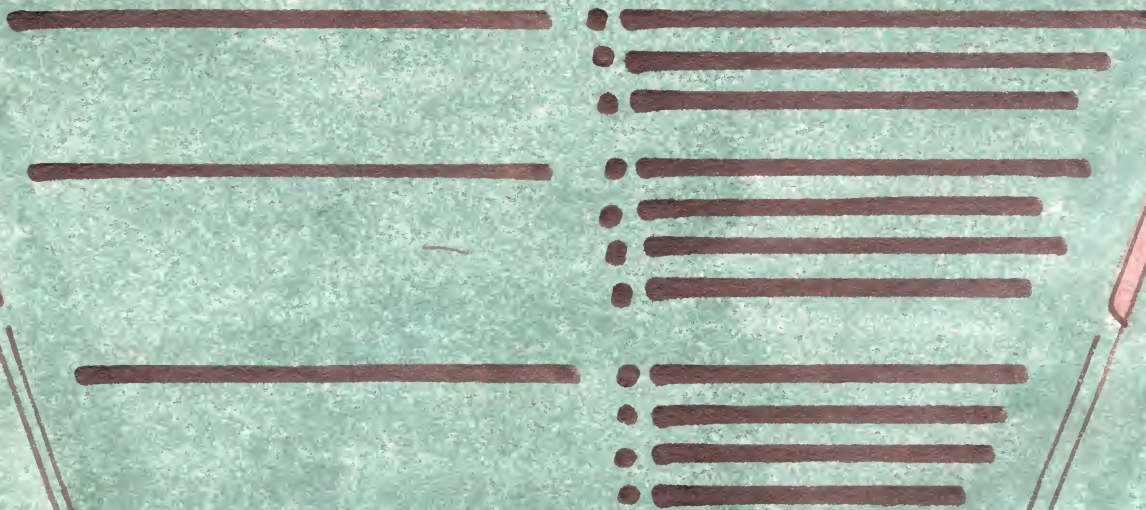


SLOT A: MAGN

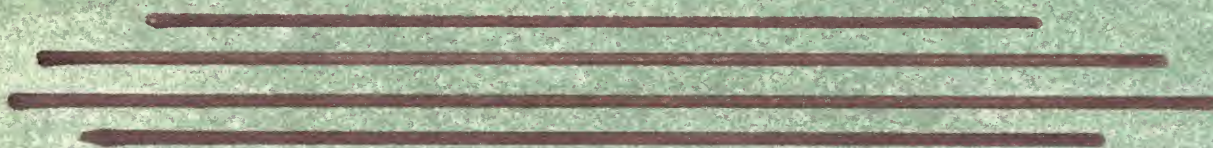


SLOT B: IDE

ENCLOSURE 2



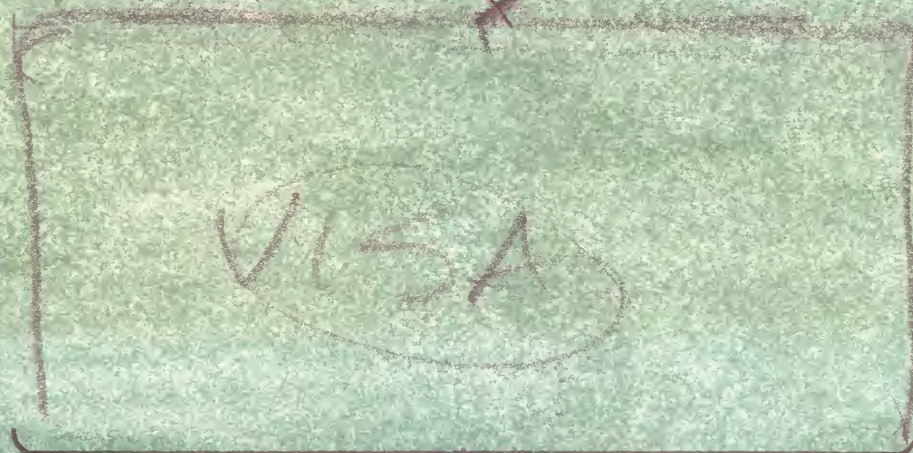
SLOT A: MAGNETIC BRIEFING DISK



(B)

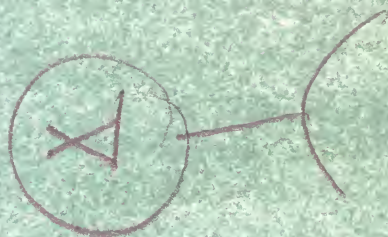
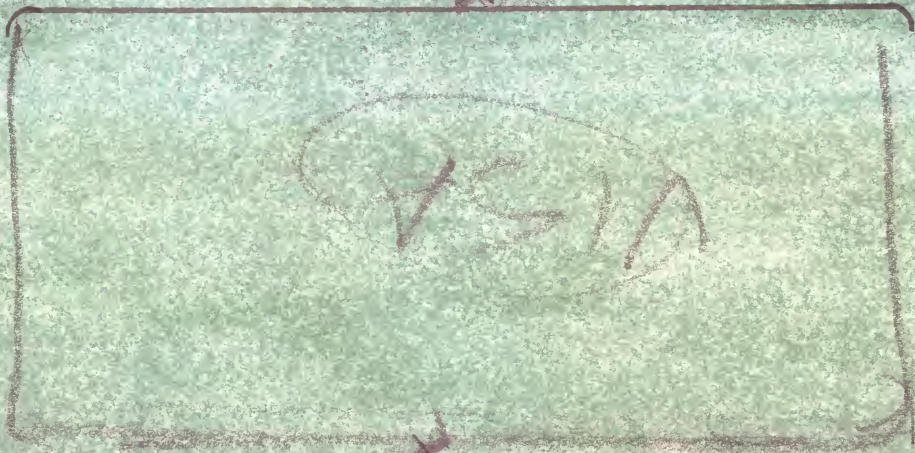


(A)

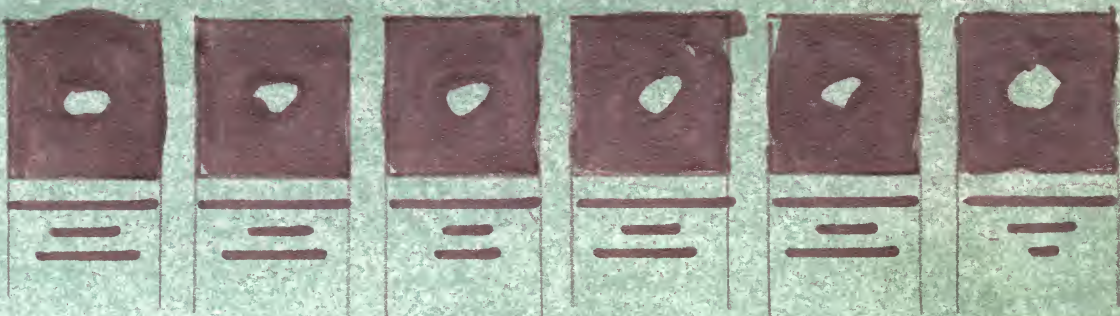
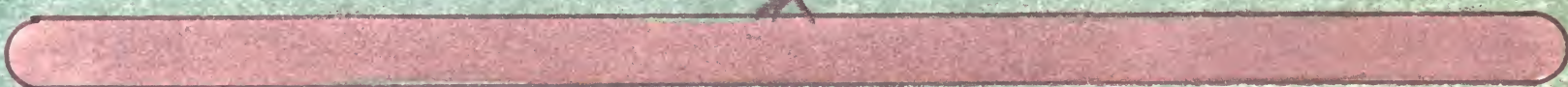
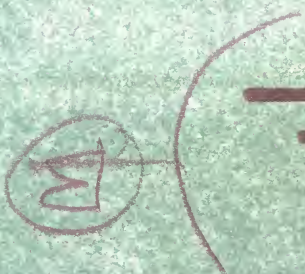


SLOT B: IDENTIFICATION BADGE

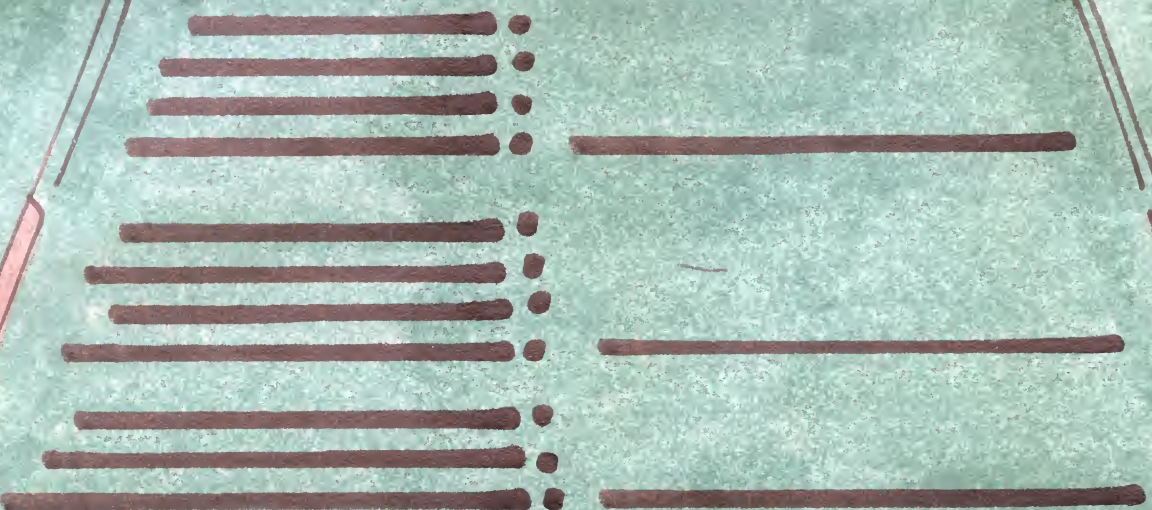
SLOT B: IDENTIFICATION BADGE



SLOT A: MAGNETIC BRIEFING DISK



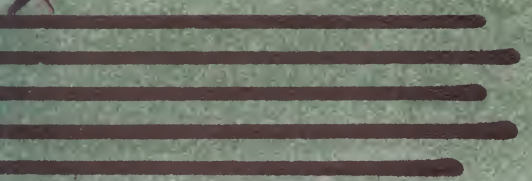
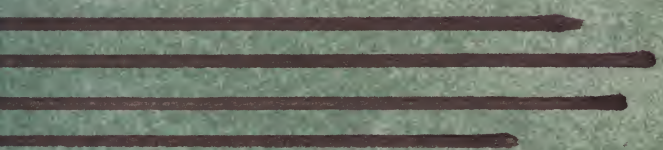
ENCLOSURE 2



ENCLOSURE



SLOT A: MAGNETIC





SLOT B: IDENTIFICATION

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IMPOR TANT!

A photograph of a green, textured book cover. The cover has a brown spine and a brown top flap. The main body of the cover is green with a mottled texture. There are several horizontal brown lines and small circular indentations on the cover, suggesting a design or binding structure. The lines are arranged in two main groups: one group of four lines near the top and another group of four lines near the bottom. The circular indentations are located at the end of each line. The top flap is a solid brown color and has a rounded top edge. The spine is also a solid brown color. The overall appearance is that of a simple, functional book cover.

IMPORTANTI

ENCLOSURE 1

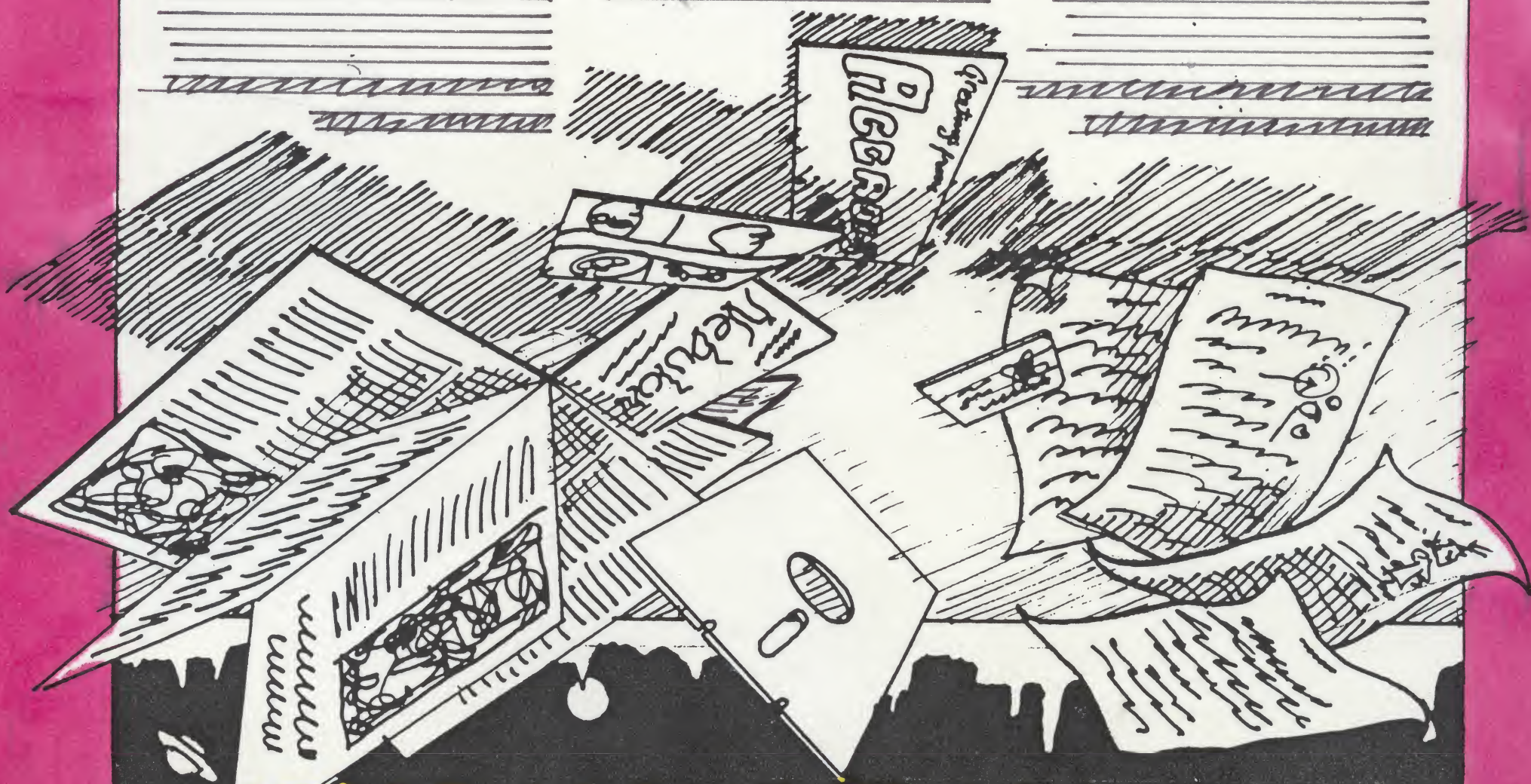
The image shows the front cover of a book. The cover is a vibrant green with a fine, woven texture. A wide, solid maroon band runs horizontally across the top. Below this band, the cover is decorated with several horizontal maroon stripes of varying lengths and widths. Small, circular maroon dots are scattered across the green surface, some appearing to be part of the cover's design and others possibly due to wear or dust. The spine of the book is visible on the right side, showing a similar green texture and a maroon top section. The book is placed on a dark, reflective surface, which creates a clear reflection of the book's cover and spine.

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IT'S AN ADVENTURE!



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